Model::Main

main

java

controller

GameController
-gameStatus: GameStatus
-gameMode: GameMode
+chooseMode(): void

GameStatus
-gameStatus: int
+chekGameStatus(): void

MainClass
-gameController: GameController

GameMode
-player: Player
-computer: Computer
+onePlayer(): void
+twoPlayer(): void

Ship
-shipType: ShipType
-ship: GameShip
+setShipOnGameBoard(GameBoard): void

Player
-name: String
-destroyedShip: int
-existShip: int
-playerBoard: GameBoard
-oppBoard: Square
+hitShip(): void

Square
-gameSquare: GameSquare
+fillColorSquare(): void
+printSquare(): void

ShipType
-sizeShip: int
+setSizeShip(): void

model

GameBoard
-board: GameCell[10][10]
+printBoard(): void

GameSquare
-squareShoted: int [10][10]
+setSquareShoted(): void

Computer
-destroyedShip: int
-existShip: int
-computerBoard: GameBoard
-playerBoard: Square
+easyMode(): void
+hardMode(): void

GameShip
-xStart: int
-yStart: int
-xEnd: int
-yEnd: int
+checkPositionShip(GameBoard): void

GameCell
-haveShip: int
-shoted: int
+setCellStatus(): void
+fillColorCell(): void

Model::Activity1::ActivityDiagram1

Choose Mode

OnePlayer

TwoPlayer

Choose Mode Computer

SetPlayerShip

Set Player Ship

Set Computer Ship

Set Player1 Ship

Set Player2 Ship

Random Player First Hit

One Player

Two Player

Player Hit First

Computer Hit First

Player 2 Hit First

Player1 Hit First

Player Hit Ship

Player 2 Hit Ship

Player 1 Hit Ship

Ez Mode

Hard Mode

DestroyedShip = 5

DestroyedShip < 5

DestroyedShip < 5

DestroyedShip = 5

Computer Hit Random Position

Computer Hit Near Position Hit Ship

Destroyed Ship = 5

Player 1 Hit Ship

Player 2 Hit Ship

Destroyed Ship < 5

Ez Mode

Hard Mode

DestroyedShip < 5

DestroyedShip < 5

Computer Hit Random Position

Computer Hit Near Position Hit Ship

Destroyed Ship = 5

DestroyedShip = 5

DestroyedShip = 5

Destroyed Ship < 5

Player Hit Ship

Destroyed Ship < 5

Destroyed Ship = 5

Destroyed Ship < 5

Destroyed Ship = 5