GTU Department of Computer Engineering
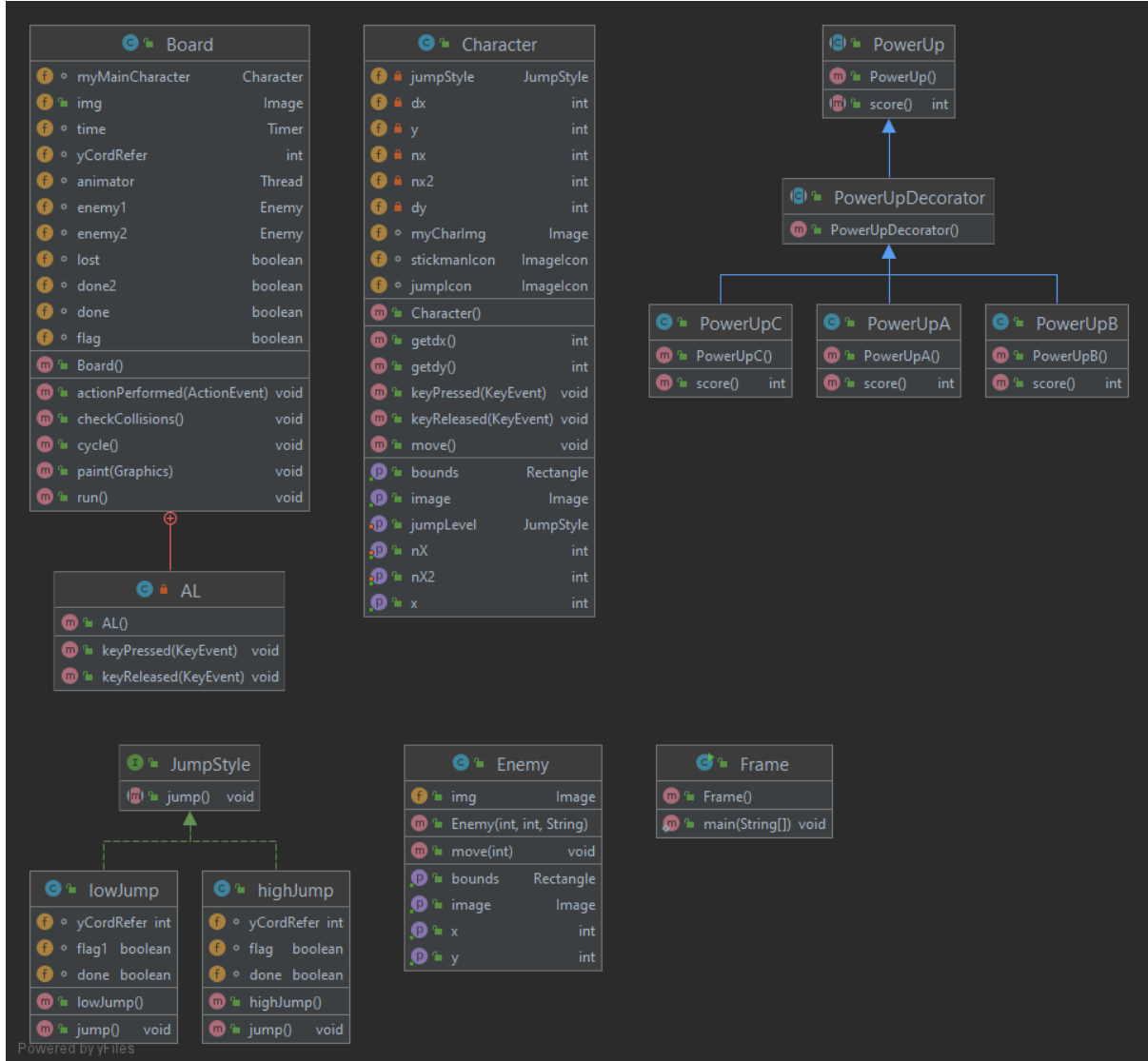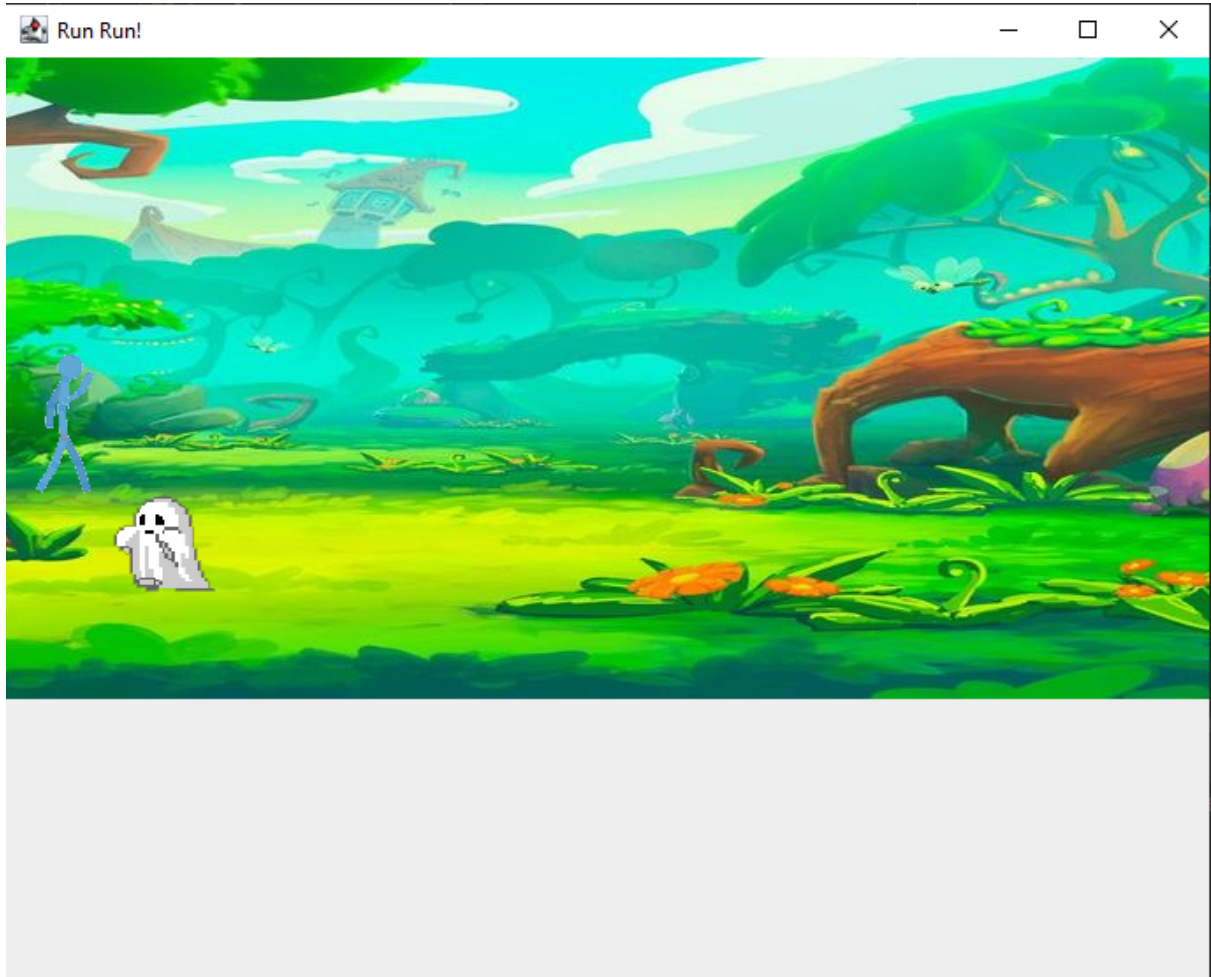# CSE 443 - FALL 2021
HOMEWORK 1 REPORT

BURAK ÇİÇEK
1901042260

Class Diagram

Board
- f ○ myMainCharacter — Character
- f ⌂ img — Image
- f ○ time — Timer
- f ○ yCordRefer — int
- f ○ animator — Thread
- f ○ enemy1 — Enemy
- f ○ enemy2 — Enemy
- f ○ lost — boolean
- f ○ done2 — boolean
- f ○ done — boolean
- f ○ flag — boolean
- m ⌂ Board()
- m ⌂ actionPerformed(ActionEvent) — void
- m ⌂ checkCollisions() — void
- m ⌂ cycle() — void
- m ⌂ paint(Graphics) — void
- m ⌂ run() — void

AL
- m ⌂ AL()
- m ⌂ keyPressed(KeyEvent) — void
- m ⌂ keyReleased(KeyEvent) — void

Character
- f ⌂ jumpStyle — JumpStyle
- f ⌂ dx — int
- f ⌂ y — int
- f ⌂ nx — int
- f ⌂ nx2 — int
- f ⌂ dy — int
- f ○ myCharImg — Image
- f ○ stickmanIcon — ImageIcon
- f ○ jumpIcon — ImageIcon
- m ⌂ Character()
- m ⌂ getdx() — int
- m ⌂ getdy() — int
- m ⌂ keyPressed(KeyEvent) — void
- m ⌂ keyReleased(KeyEvent) — void
- m ⌂ move() — void
- p bounds — Rectangle
- p image — Image
- p jumpLevel — JumpStyle
- p nX — int
- p nX2 — int
- p x — int

JumpStyle
- m ⌂ jump() — void

lowJump
- f ○ yCordRefer — int
- f ○ flag1 — boolean
- f ○ done — boolean
- m ⌂ lowJump()
- m ⌂ jump() — void

highJump
- f ○ yCordRefer — int
- f ○ flag — boolean
- f ○ done — boolean
- m ⌂ highJump()
- m ⌂ jump() — void

Enemy
- f ⌂ img — Image
- m ⌂ Enemy(int, int, String)
- m ⌂ move(int) — void
- p bounds — Rectangle
- p image — Image
- p x — int
- p y — int

Frame
- m ⌂ Frame()
- m ⌂ main(String[]) — void

PowerUp
- m ⌂ PowerUp()
- m ⌂ score() — int

PowerUpDecorator
- m ⌂ PowerUpDecorator()

PowerUpC
- m ⌂ PowerUpC()
- m ⌂ score() — int

PowerUpA
- m ⌂ PowerUpA()
- m ⌂ score() — int

PowerUpB
- m ⌂ PowerUpB()
- m ⌂ score() — int

Screenshot

Design Patterns