

Lab08

<constructor>
// draw money and machines
void draw()
// execute left/right/play/*report
void exec(String comm)

// create array of machines based on file fname
static Machine[] machines(String fname)

Manager

Reader

// print elements of m with index
// pos element highlighted
static void show(Machine[] m, int pos)

Draw

// returns amt won (0 means lost)
double play()
boolean inService()
void report()

Pirate

Yoda

String getName()

Machine

<extends>

<extends>

