## GRABO Praktikum WS 2011

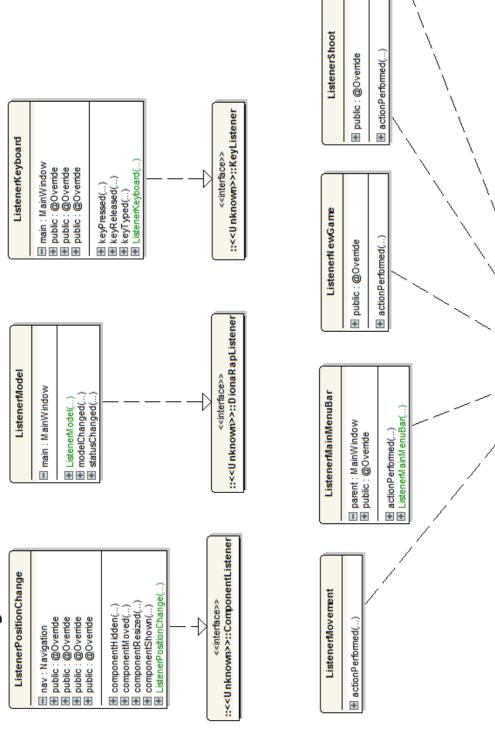
Programmname DionaRap

Abgabedatum 19.12.11

Von

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## Klassendiagramm: Controller



ListenerPawnInfo

actionPerformed(...)
ListenerPawnInfo(...

::<<U nknown>>::ActionListener

<<intro

■ parent : JDialog
■ public : @Ovemide

## ■ parent : MainWindow ■ senalVersionUID : long PawnInfo ■ createJPanel(...) ■ PawnInfo(...) LevelE ditorDialog ■ serialVersionUID : long ■ LeveEditorDialog(...) ::<<U nknown>>::JD ialog GameD escription = <String: Hashtable = <String: Vector = Imageloon: Hashtable = (: <String> = (: <String> = (: <String> = (: <Themses = (: themes = (: the ■ serialVersionUID : long GameDescription(...) Theme getlcon(...)loadTheme(...)Theme(...) conf: MTConfiguration ctr: DionaRapController EELD.WIDTH : int gameDescription : GameDescriptio gameField : GameDescription gameField : GameDescription mainMenuBar : LevelEdionDialc mainMenuBar : MainMenuBar model: DionaRapModel movigation : Navigation NUM HORZ: int pavanInfo: PavanInfo seraNersionUID : long seraNersionUID : long ::<<U nknown>>::JFrame getCameField(...) getGameField(...) getMode(...) getMode(...) getTheme(...) getTheme( MainWindow eventMove: ListenerMovement eventShoot: ListenerShoot serialVersionUID: long NumBlock ■ NumBlock(...) ::<<U nknown>>::JW indow CONTROL\_WIDTH: int main: MainWindow newGame: JButton scoreField: JTextField serialVersionUID: long Navigation ■ intComponents(...) ● enableNewGame(...) ● getMannVindow(...) ● Navigation(...) ■ setScore(...) Klassendiagramm: View ::<<U nknown>>::JPanel ::<<U nknown>>::JMenuBar fields[]]: JLabel horz: int main: MainWindow serialVersionUID: long vert: int enableLevelCommands(...)MainMenuBar(...) GameField createLevel: JMenultem loadLevel: JMenultem serialVersionUID: long createLevel: JM enultem MainMenuBar GameField(...)Fresize(...)■ updatePawns(...)

