Class and Database Diagrams for SC2 Build Order Generator

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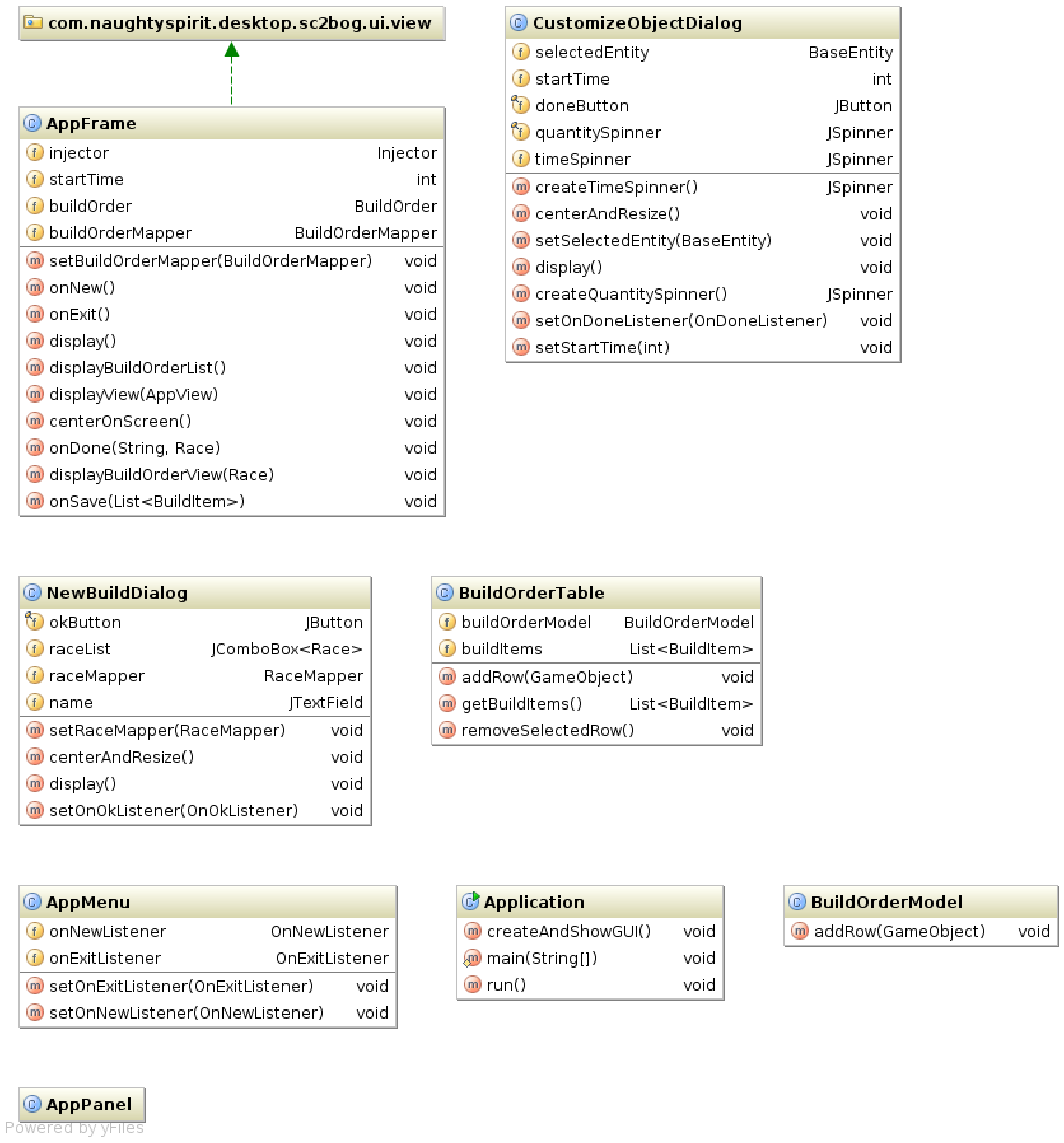
source code: https://github.com/naughtyspirit/sc2bog


com.naughtyspirit.desktop.sc2bog.ui.view
AppFrame
injector Injector
startTime int
buildOrder BuildOrder
buildOrderMapper BuildOrderMapper
setBuildOrderMapper(BuildOrderMapper) void
onNew() void
onExit() void
display() void
displayBuildOrderList() void
displayView(AppView) void
centerOnScreen() void
onDone(String, Race) void
displayBuildOrderView(Race) void
onSave(List<BuildItem>) void
CustomizeObjectDialog
selectedEntity BaseEntity
startTime int
doneButton JButton
quantitySpinner JSpinner
timeSpinner JSpinner
createTimeSpinner() JSpinner
centerAndResize() void
setSelectedEntity(BaseEntity) void
display() void
createQuantitySpinner() JSpinner
setOnDoneListener(OnDoneListener) void
setStartTime(int) void
NewBuildDialog
okButton JButton
raceList JComboBox<Race>
raceMapper RaceMapper
name JTextField
setRaceMapper(RaceMapper) void
centerAndResize() void
display() void
setOnOkListener(OnOkListener) void
BuildOrderTable
buildOrderModel BuildOrderModel
buildItems List<BuildItem>
addRow(GameObject) void
getBuildItems() List<BuildItem>
removeSelectedRow() void
AppMenu
onNewListener OnNewListener
onExitListener OnExitListener
setOnExitListener(OnExitListener) void
setOnNewListener(OnNewListener) void
Application
createAndShowGUI() void
main(String[]) void
run() void
BuildOrderModel
addRow(GameObject) void
AppPanel
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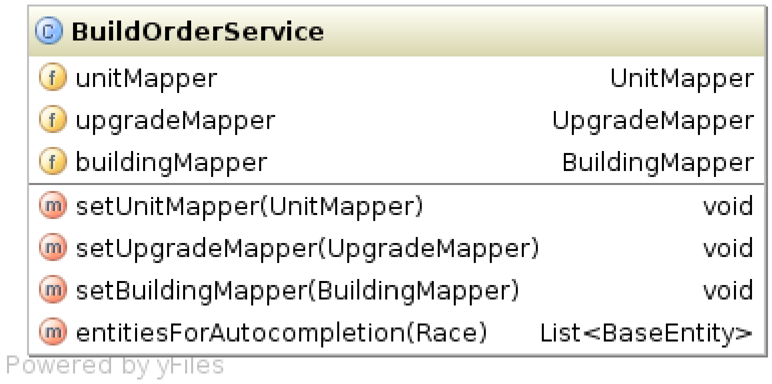
UI classes explained

- **AppFrame –** Main Application Frame responsible for managing Build Orders
- **NewBuildDialog** – Popup Dialog responsible for initializing a new Build Order
- **CustomizeObjectDialog –** Popup Dialog responsible for editing/creating new Build Order object
- **BuildOrderTable –** Table for presenting and editing Build Order objects (along with custom TableModel – **BuildOrderModel**)


BuildOrderService
unitMapper UnitMapper
upgradeMapper UpgradeMapper
buildingMapper BuildingMapper
setUnitMapper(UnitMapper) void
setUpgradeMapper(UpgradeMapper) void
setBuildingMapper(BuildingMapper) void
entitiesForAutocompletion(Race) List<BaseEntity>
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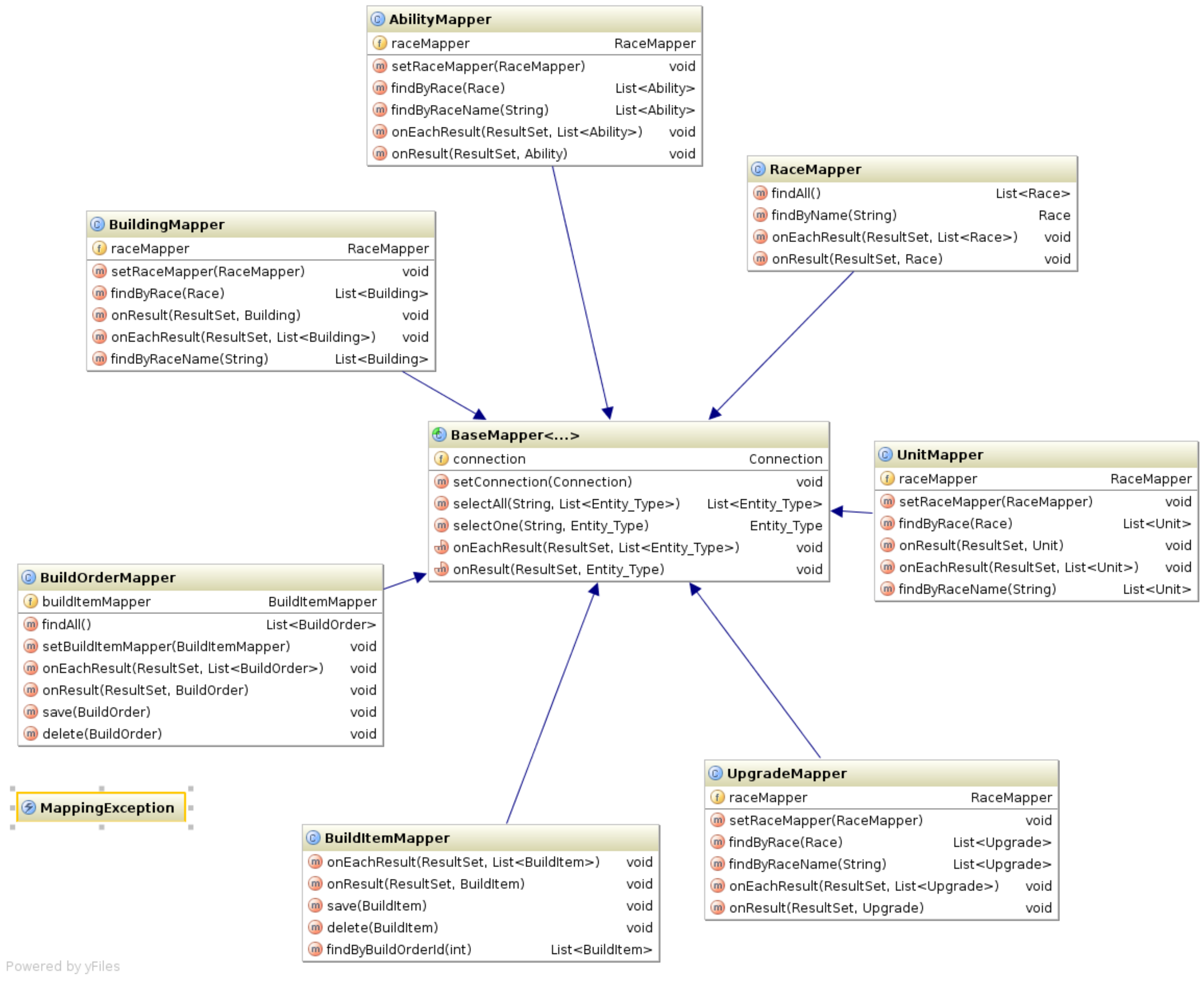
Service class explained

BuildOrderService – Acts as a mediator between the UI and Persistence layer. Must hide all dependencies between the Mappers and the Views. Guarantees return of non-null values


AbilityMapper
raceMapper RaceMapper
setRaceMapper(RaceMapper) void
findByRace(Race) List<Ability>
findByRaceName(String) List<Ability>
onEachResult(ResultSet, List<Ability>) void
onResult(ResultSet, Ability) void
RaceMapper
findAll() List<Race>
findByName(String) Race
onEachResult(ResultSet, List<Race>) void
onResult(ResultSet, Race) void
BuildingMapper
raceMapper RaceMapper
setRaceMapper(RaceMapper) void
findByRace(Race) List<Building>
onResult(ResultSet, Building) void
onEachResult(ResultSet, List<Building>) void
findByRaceName(String) List<Building>
BaseMapper<...>
connection Connection
setConnection(Connection) void
selectAll(String, List<Entity_Type>) List<Entity_Type>
selectOne(String, Entity_Type) Entity_Type
onEachResult(ResultSet, List<Entity_Type>) void
onResult(ResultSet, Entity_Type) void
UnitMapper
raceMapper RaceMapper
setRaceMapper(RaceMapper) void
findByRace(Race) List<Unit>
onResult(ResultSet, Unit) void
onEachResult(ResultSet, List<Unit>) void
findByRaceName(String) List<Unit>
BuildOrderMapper
buildItemMapper BuildItemMapper
findAll() List<BuildOrder>
setBuildItemMapper(BuildItemMapper) void
onEachResult(ResultSet, List<BuildOrder>) void
onResult(ResultSet, BuildOrder) void
save(BuildOrder) void
delete(BuildOrder) void
MappingException
UpgradeMapper
raceMapper RaceMapper
setRaceMapper(RaceMapper) void
findByRace(Race) List<Upgrade>
findByRaceName(String) List<Upgrade>
onEachResult(ResultSet, List<Upgrade>) void
onResult(ResultSet, Upgrade) void
BuildItemMapper
onEachResult(ResultSet, List<BuildItem>) void
onResult(ResultSet, BuildItem) void
save(BuildItem) void
delete(BuildItem) void
findByBuildOrderId(int) List<BuildItem>
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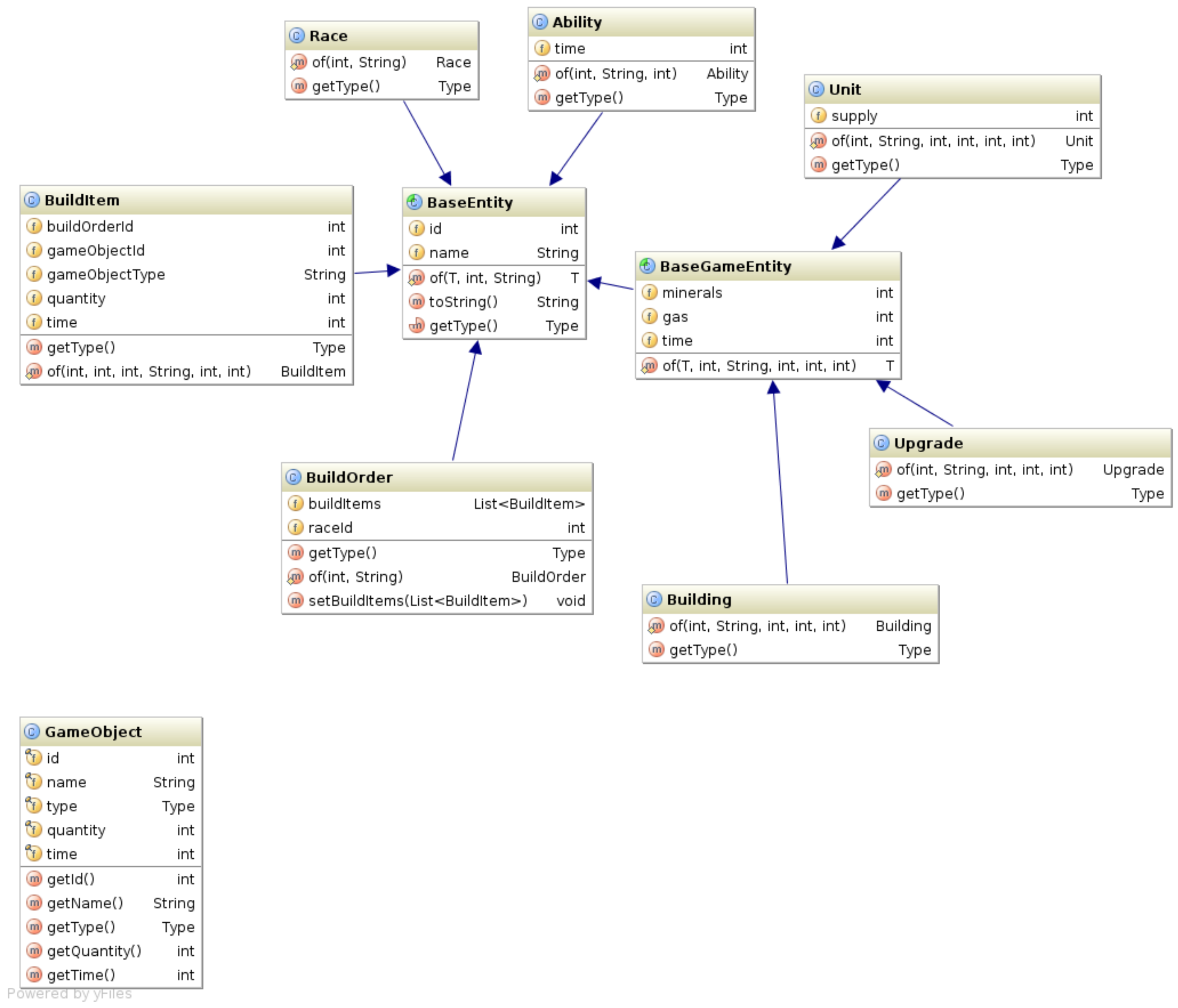
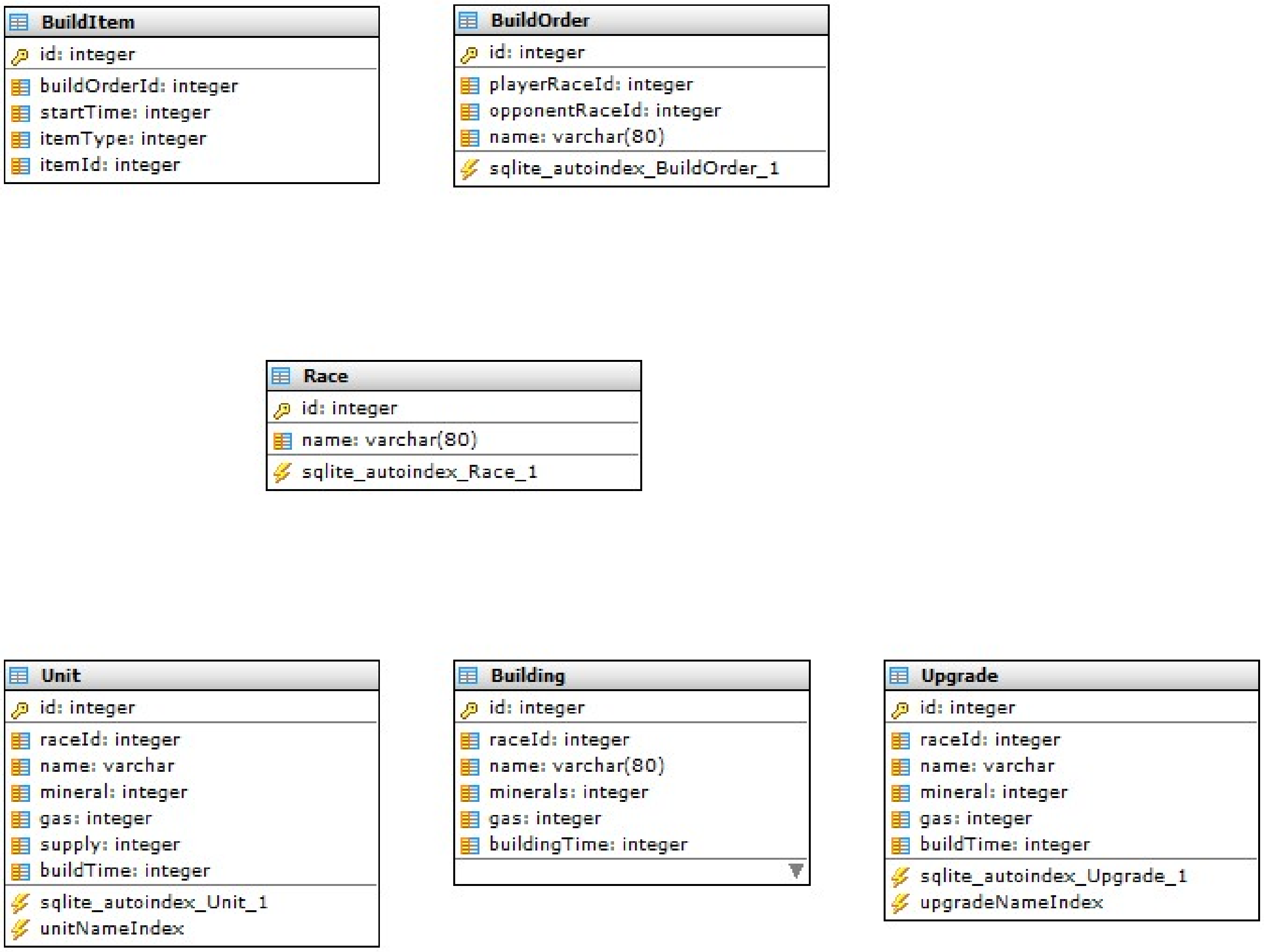
Mapper classes explained

- **BaseMapper** – Acts as common method repository for Persistence CRUD operations. All other mappers should extend him
- **MappingException** – Represents an event of exceptional condition such as unavailable Persistence storage



Entity classes explained

- **BaseEntity –** Acts as common data repository for persisting data. All other entities should extend him
- **GameObject** – Represents an item in Build Order. Acts as mediator between the entities and the application view layer



BuildItem
id: integer
buildOrderId: integer
startTime: integer
itemType: integer
itemId: integer

BuildOrder
id: integer
playerRaceId: integer
opponentRaceId: integer
name: varchar(80)
sqlite_autoindex_BuildOrder_1

Race
id: integer
name: varchar(80)
sqlite_autoindex_Race_1

Unit
id: integer
raceId: integer
name: varchar
mineral: integer
gas: integer
supply: integer
buildTime: integer
sqlite_autoindex_Unit_1
unitNameIndex

Building
id: integer
raceId: integer
name: varchar(80)
minerals: integer
gas: integer
buildingTime: integer

Upgrade
id: integer
raceId: integer
name: varchar
mineral: integer
gas: integer
buildTime: integer
sqlite_autoindex_Upgrade_1
upgradeNameIndex