NOTA: «get/set» = getter y setter

Arbol

«get/set» -root: Nodo

+esVacio(Nodo n): boolean
+getHeight(Nodo root): int
+getLevel(Nodo current, String key, int counter): int
+insertRoot(String data)
+insertarIzq(String padre, String valorNuevo)
+insertarDer(String padre, String valorNuevo)
+buscar(Nodo n, String key): Nodo
+createTree(String db)
+fillHashTablepreOrder(Nodo n, HashTable s)
+agregarAnimal(Nodo hoja, String diferencia, String animalName, boolean rightChild)
+PreOrder(Nodo n)
+inicializar()
+printPreOrder(Nodo n, StringBuilder sb, String answer): String
+print(String preorden): String
+createTxt(StringBuilder sb, Nodo current): String

Ventana

-t: Arbol
-s: HashTable
-aux: Nodo
-cargado: Boolean
-inicioRonda: String
-adivinado: String
-defecto: String

-loadDBActionPerformed(java.awt.event.ActionEvent evt)
-playActionPerformed(java.awt.event.ActionEvent evt)
-siButtonActionPerformed(java.awt.event.ActionEvent evt)
-noButtonActionPerformed(java.awt.event.ActionEvent evt)
-continuarButtonActionPerformed(java.awt.event.ActionEvent evt)
-searchActionPerformed(java.awt.event.ActionEvent evt)
-inicializarButtonActionPerformed(java.awt.event.ActionEvent evt)
-adminDBActionPerformed(java.awt.event.ActionEvent evt)
-GuardarInfoActionPerformed(java.awt.event.ActionEvent evt)

Nodo

«get/set» -left: Nodo
«get/set» -right: Nodo
«get/set» -next: Nodo
«get/set» -data: String

+esHoja(): boolean

GUI

-contentPane: Jpanel
+tree: Arbol
+drawer: DrawTree

HashTable

-tabla: Nodo[]
-size: int
-t: Arbol

+hashing(String animal): int
+createHashTable(Nodo root, Hashtable s)
+insertar(String animal)
+buscar(String animal)
+vaciar()

Diagrama

-tree: Arbol

+draw()