PROJECT JAVA
BOULDER DASH



UCAC

GROUPE

4

CLASS DIAGRAM

MEMBERS OF GROUP

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CLASS DIAGRAM



- control():void
- orderPerform(ControllerOrderGRP4):void
- movement(int):void
- aetModelGRP4():IModelGRP4

<<Java Interface>> IViewGRP4 contractgrp4

- printMessage(String):void
- close():void

<<Java Class>> **G** Main main Main() Smain(String[]):void

<<Java Interface>>

IModelGRP4

contractorp4

- getTabLine(int,int):String
- getMap(int,int):lmage
- getMap():Image∏
- getTabEntity():EntityGRP4[[[]
- setTabEntity(int,int,EntityGRP4):void
- setMap(int,int,lmage):void
- getLevelGRP4():int
- loadMap(int):void
- qetPosY():int
- getPosX():int
- setPosY(int):void
- setPosX(int):void
- getCharacterGRP4():CharacterGRP4
- getDoorX():int
- getDoorY():int
- update():void
- getObservable():Observable

<<Java Enumeration>>

ControllerOrderGRP4

contractgrp4

- Sermap1: ControllerOrderGRP4
- ^{SoF}map2: ControllerOrderGRP4
- ^S√Fmap3: ControllerOrderGRP4
- Surmap4: ControllerOrderGRP4
- ^S√map5: ControllerOrderGRP4

ControllerOrderGRP4()

<<Java Class>>

ControllerGRP4

controllergrp4

- □ view : Niew GRP4
- model: IModelGRP4
- △ threadList: ArrayList<Thread> = new ArrayList<Thread>()
- control():void
- setView GRP4(Niew GRP4):void
- setModelGRP4(IModelGRP4):void
- getModelGRP4():IModelGRP4
- threadCreation():void
- orderPerform(ControllerOrderGRP4):void
- movement(int):void
- check(EntityGRP4):Boolean
- checkDiamond(EntityGRP4):Boolean
- checkPushed(EntityGRP4):Boolean
- sw ap(EntityGRP4[][],Image[][],int):void

<<Java Class>>

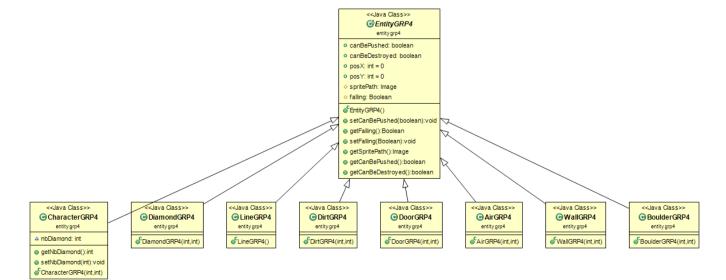
BoulderThreadGRP4

controllergrp4

- △ view : Niew GRP4
- △ model: IModelGRP4
- △ tabBoulder: int[][] = new int[2][210]
- △ tabEntity: EntityGRP4[][]
- △ tabMap: Image[][]
- △ boulder: BoulderGRP4
- △ diamond: DiamondGRP4
- BoulderThreadGRP4(String, IView GRP4, IModelGRP4)
- run():void
- sw ap(int,int):void
- o definition():int[][]
- fall():void

CLASS DIAGRAM





CLASS DIAGRAM

