

Gizmoball: Class Diagram Changes & Explanations

CS308 Group MW1

Relationships between MVC packages in Class Diagram:

Model - View:

All data sent from the Model to the View is handled by the several interfaces in the Model: **IFlipper**, **IBumper**, **IBall**, **IAbsorber**, **IModel**.

Data from these interfaces is sent to the **PlayBoard** and **BuildBoard** (that share the superclass **Board**) classes which handle the drawing of the gizmos for both the modes.

Model - Controller:

As with the M-V relationship, all the data accessed from the listener classes in the Controller is accessed through the several Model interfaces, with the **IModel** interface handling most connections.

This includes actions, key connections and gizmo connections.

View - Controller:

In order to improve decoupling all actions and events are shared from the View to the Controller through the interface **IGUI** and are connected to the several listener classes. This includes all the buttons and the menu items from the GUI.

Changes since first Class Diagram:

Model:

- **Load** class has been deleted as the file loading happens through the same class responsible for parsing text files, recognizing gizmos and adding them to the Model: **LoadModel**.
- **RotateGizmo** class has been added to handle rotations of gizmos when the rotate command is parsed from a text file and when the Rotate gizmo button is pressed in Build Mode. Implements **IModel** interface

View:

- The View side has very remained similar to the initial class diagram.

Controller:

- All listener classes handling menu and button (for Play Mode) actionPerformed events have been grouped up into one class per mode as having one class per command was unnecessary: **PlayListeners** for Play Mode menu listeners, **BuildListeners** for Build Mode listeners. The listener classes that have been deleted because of this are: **PlayL**, **BuildL**, **SaveL**, **LoadL**, **ReloadL**, **SwitchToPML**, **SwitchToBML**, **StartL**, **PauseL**, **TickL**.
- **GizmoballL** class has also been deleted as no use was found for it.