Main
🖳 gui : IGUI
🖳 model : Model
⚙ Main ( ) : Main
⚙ main (args : String [1..*])
⚙ switchToBM ( )
⚙ switchToPM ( )

UML Class Diagram

Interfaces and classes (as labelled):

- «interface» IBall
- Ball
- «interface» IFlipper
- RFlipper
- LFlipper
- «interface» IAbsorber
- Absorber
- Walls
- «interface» IBumper
- CircleBumper
- TriangleBumper
- SquareBumper
- «interface» IModel
- Model
- RotateGizmo
- GizmoConnection
- KeyConnection
- LoadModel
- Collisions
- Timer

Board

- width : int
- height : int
- model : IModel
- L : int = 20

- getPreferredSize ( ) : Dimension
- Board (w : int , h : int , m : Model) : Board
- paintComponent (g : Graphics)
- paintGrid (g : Graphics)
- paintBall (g : Graphics)
- paintBumpers (g : Graphics)
- update (arg0 : Observable , arg1 : Object) «...»
- paintFlippers (g : Graphics)
- paintAbsorbers (g : Graphics)

1
board

1
playBoard

1
playBoard

PlayBoard

- PlayBoard (m : Model) : PlayBoard
- paintBoard (g : Graphics)

BuildBoard

- BuildBoard (m : Model) : BuildBoard

1

1

1
playGUI
*

1

buildGUI
*

«interface»
IGUI

- frame : JFrame
- panel : JPanel
- gizmoName : String

1

PlayGUI

- serialVersionUID : long = 1L
- playFrame : JFrame
- main : Main
- model : Model
- playL : PlayListeners

- PlayFrame ( )
- makeFrameVisible ( )
- MenuBar ( )
- Mode ( )
- Options ( )
- Board ( )
- PlayGUI (main : Main , m : Model) : PlayGUI
- addButton (buttons : JPanel , bName : String)
- getBoard ( ) : Board «...»
- getFrame ( ) : JFrame «...»
- getPanel ( ) : JPanel «...»
- getGizmoName ( ) : String «...»

BuildGUI

- serialVersionUID : long = 1L
- buildFrame : JFrame
- main : Main
- model : Model
- buildL : BuildListeners

- BuildFrame ( )
- makeFrameVisible ( )
- MenuBar ( )
- Mode ( )
- Gizmos ( )
- BallEdit ( )
- Operations ( )
- Board ( )
- BuildGUI (main : Main , model : Model) : BuildGUI
- getBoard ( ) : Board «...»
- getFrame ( ) : JFrame «...»
- getPanel ( ) : JPanel «...»
- getGizmoName ( ) : String «...»