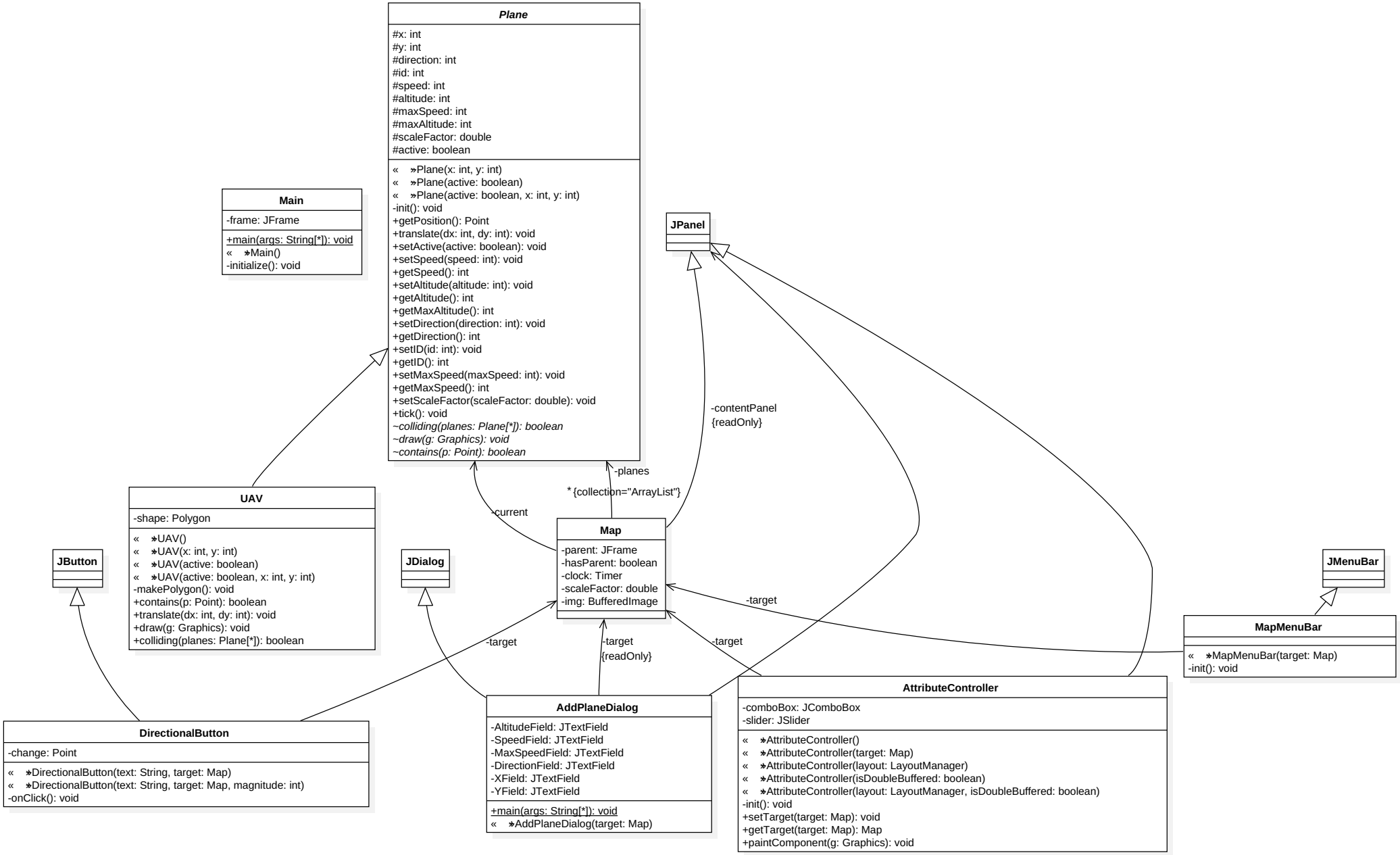
Plane
#x: int
#y: int
#direction: int
#id: int
#speed: int
#altitude: int
#maxSpeed: int
#maxAltitude: int
#scaleFactor: double
#active: boolean
« »Plane(x: int, y: int)
« »Plane(active: boolean)
« »Plane(active: boolean, x: int, y: int)
-init(): void
+getPosition(): Point
+translate(dx: int, dy: int): void
+setActive(active: boolean): void
+setSpeed(speed: int): void
+getSpeed(): int
+setAltitude(altitude: int): void
+getAltitude(): int
+getMaxAltitude(): int
+setDirection(direction: int): void
+getDirection(): int
+setID(id: int): void
+getID(): int
+setMaxSpeed(maxSpeed: int): void
+getMaxSpeed(): int
+setScaleFactor(scaleFactor: double): void
+tick(): void
~colliding(planes: Plane[*]): boolean
~draw(g: Graphics): void
~contains(p: Point): boolean
Main
-frame: JFrame
+main(args: String[*]): void
« »Main()
-initialize(): void
JPanel
-contentPanel
{readOnly}
-planes
* {collection="ArrayList"}
-current
UAV
-shape: Polygon
« »UAV()
« »UAV(x: int, y: int)
« »UAV(active: boolean)
« »UAV(active: boolean, x: int, y: int)
-makePolygon(): void
+contains(p: Point): boolean
+translate(dx: int, dy: int): void
+draw(g: Graphics): void
+colliding(planes: Plane[*]): boolean
Map
-parent: JFrame
-hasParent: boolean
-clock: Timer
-scaleFactor: double
-img: BufferedImage
JButton
JDialog
JMenuBar
-target
MapMenuBar
« »MapMenuBar(target: Map)
-init(): void
-target
-target
{readOnly}
-target
AddPlaneDialog
-AltitudeField: JTextField
-SpeedField: JTextField
-MaxSpeedField: JTextField
-DirectionField: JTextField
-XField: JTextField
-YField: JTextField
+main(args: String[*]): void
« »AddPlaneDialog(target: Map)
AttributeController
-comboBox: JComboBox
-slider: JSlider
« »AttributeController()
« »AttributeController(target: Map)
« »AttributeController(layout: LayoutManager)
« »AttributeController(isDoubleBuffered: boolean)
« »AttributeController(layout: LayoutManager, isDoubleBuffered: boolean)
-init(): void
+setTarget(target: Map): void
+getTarget(target: Map): Map
+paintComponent(g: Graphics): void
DirectionalButton
-change: Point
« »DirectionalButton(text: String, target: Map)
« »DirectionalButton(text: String, target: Map, magnitude: int)
-onClick(): void