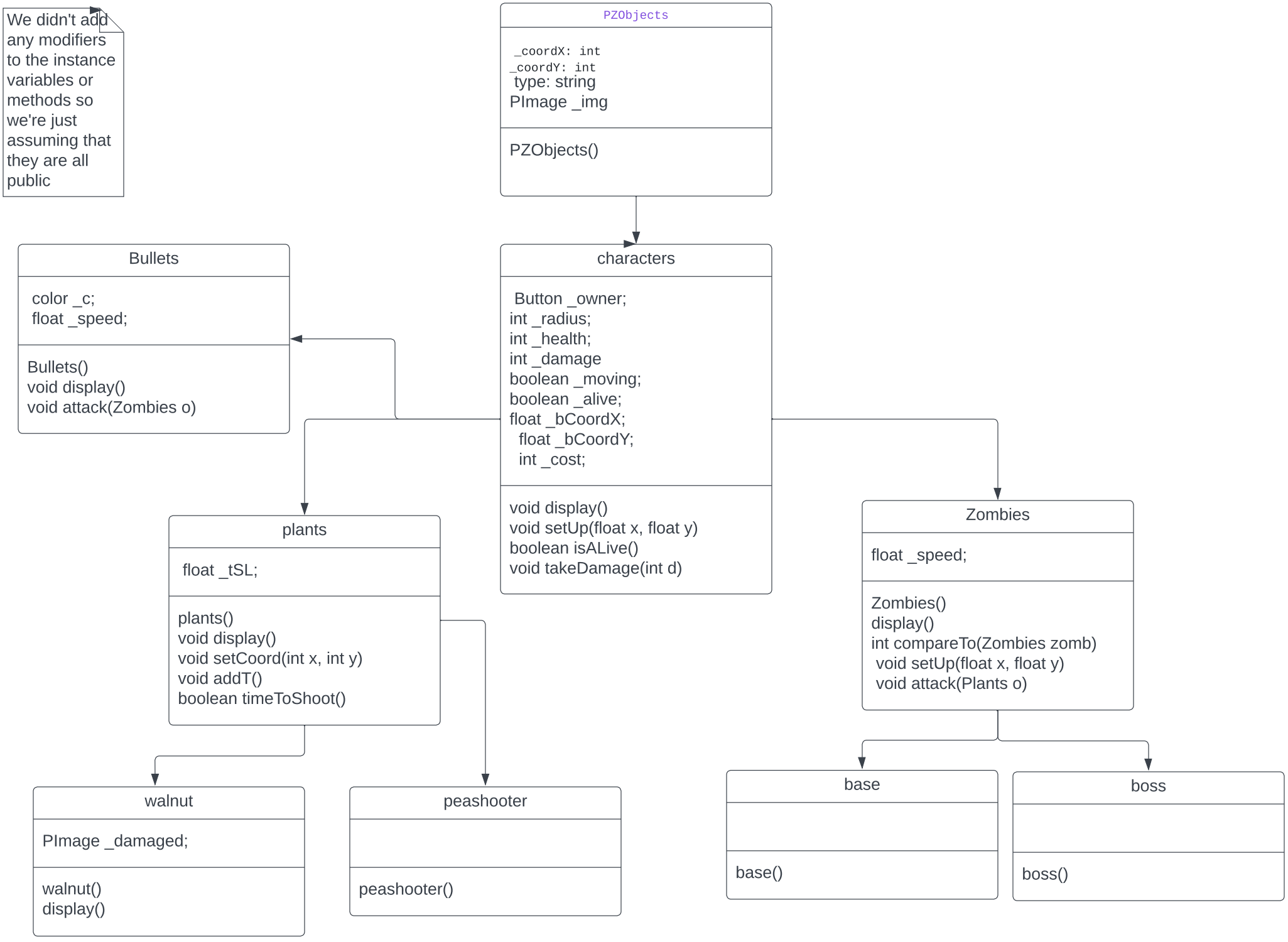
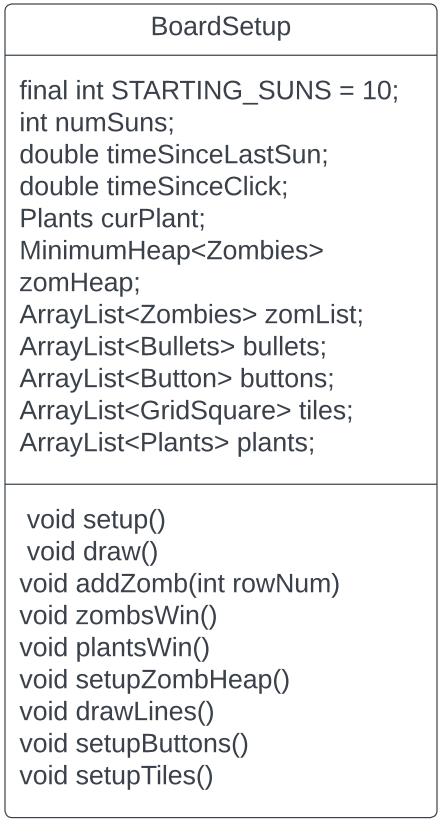
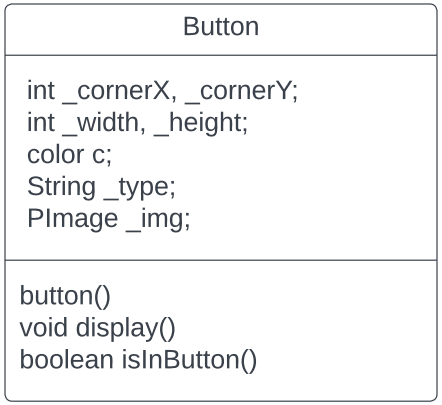
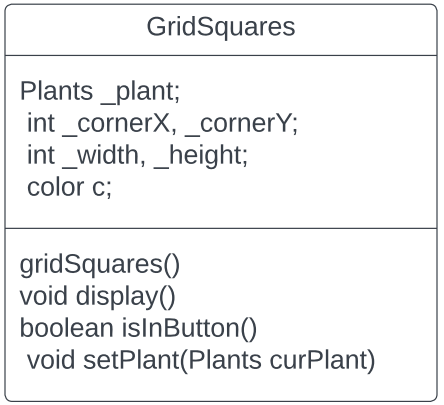

We didn't add any modifiers to the instance variables or methods so we're just assuming that they are all public
PZObjects
_coordX: int
_coordY: int
type: string
PImage _img
PZObjects()
Bullets
color _c;
float _speed;
Bullets()
void display()
void attack(Zombies o)
characters
Button _owner;
int _radius;
int _health;
int _damage
boolean _moving;
boolean _alive;
float _bCoordX;
float _bCoordY;
int _cost;
void display()
void setUp(float x, float y)
boolean isALive()
void takeDamage(int d)
plants
float _tSL;
plants()
void display()
void setCoord(int x, int y)
void addT()
boolean timeToShoot()
Zombies
float _speed;
Zombies()
display()
int compareTo(Zombies zomb)
void setUp(float x, float y)
void attack(Plants o)
walnut
PImage _damaged;
walnut()
display()
peashooter
peashooter()
base
base()
boss
boss()


BoardSetup
final int STARTING_SUNS = 10;
int numSuns;
double timeSinceLastSun;
double timeSinceClick;
Plants curPlant;
MinimumHeap<Zombies>
zomHeap;
ArrayList<Zombies> zomList;
ArrayList<Bullets> bullets;
ArrayList<Button> buttons;
ArrayList<GridSquare> tiles;
ArrayList<Plants> plants;
void setup()
void draw()
void addZomb(int rowNum)
void zombsWin()
void plantsWin()
void setupZombHeap()
void drawLines()
void setupButtons()
void setupTiles()


Button
int _cornerX, _cornerY;
int _width, _height;
color c;
String _type;
PImage _img;
button()
void display()
boolean isInButton()


GridSquares
Plants _plant;
int _cornerX, _cornerY;
int _width, _height;
color c;
gridSquares()
void display()
boolean isInButton()
void setPlant(Plants curPlant)

minHeap