

UML diagrams

Main
main

TankTactics (JFrame) [ActionListener]
JButton[][] buttons FieldElement[][] fieldElements Tank currentPlayer Tank[] players Booster[] boosters long startingTime int cycleLength Timer clock Tank[] alive Tank[] jury DOT_Tank[] DOT Scanner reader JTextField actions JButton rules boolean rulesShowed boolean full boolean override boolean loop String sound JPanel panel
draw newLogin getCurrentPlayer getFieldElements getButtons getPlayers getAlive getJury setFieldElements setButtons setPlayers setAlive setJury setActionsText playSound newGame

FieldElement [ActionListener]
Color color int x int y

```
JButton button  
String name
```

```
draw  
getX  
getY  
getName  
getTankTactics  
getButton  
setButton
```

abstract Tank (FieldElement)

```
int power  
int shootingRange  
int movementRange  
int life  
int maxLife  
int energy  
int maxEnergy  
int votes  
String password  
TankTactics game  
boolean onJumper  
boolean atMax  
boolean onShooter
```

```
static final String AOE  
static final String DOT  
static final String LIGHT  
static final String HEAVY  
static final String BALANCED
```

```
upgradePower  
upgradeShootingRange  
upgradeMovementRange  
heal  
upgradeMaxLife  
upgradeEnergy  
upgradeMaxEnergy  
abstract upgradeSpecial  
getVote  
getPassword  
hit  
getPower  
getShootingRange  
getMovementRange  
getLife  
getMaxLife  
getEnergy  
getMaxEnergy  
abstract getType  
abstract getSpecial
```

```
abstract getSpecialText  
upgradeMenu  
toToolTipText  
setOnJumper  
getOnJumper  
getOnShooter  
setOnShooter  
resetVotes  
gainVotes
```

AOE_Tank (Tank)

```
int areaOfEffect
```

DOT_Tank (Tank)

```
int damageOverTime  
Tank[] targets  
int[] times
```

```
newCycle
```

LightTank (Tank)

```
int energyGain
```

HeavyTank (Tank)

```
int armor
```

BalancedTank (Tank)

```
int lifeGain
```

abstract Booster (FieldElement)

```
int strength
```

```
static final String POWER  
static final String SHOOTING_RANGE
```

```
static final String MOVEMENT_RANGE  
static final String HEAL  
static final String MAX_LIFE  
static final String ENERGY  
static final String MAX_ENERGY  
static final String SPECIAL  
static final String SHOOT  
static final String JUMPER  
static final String UNKNOWN  
static final String HIDDEN
```

```
getStrength  
abstract getType
```

PowerBooster (Booster)

ShootingRangeBooster (Booster)

MovementRangeBooster (Booster)

Healer (Booster)

MaxLifeBooster (Booster)

EnergySupplier (Booster)

MaxEnergyBooster (Booster)

SpecialBooster (Booster)

Shooter (Booster)

Jumper (Booster)

UnknownBooster (Booster)

HiddenBooster (Booster)

DebuffOtherPlayers (Booster)

Relationship diagram

