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
draw newLogin actionPerformed getCurrentPlayer getFieldElements getButtons getPlayers getAlive getJury setFieldElements setButtons setPlayers setAlive setJury newGame

FieldElement [ActionListener]
Color color int x int y JButton button String name
draw actionPerformed

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)

Relationship diagram

Key:
Orange – API
Light blue - abstract

InputMismatchException
Runnable
ActionEvent
Timer
Container
WindowAdapter
JFrame
GridLayout
Math
IOException
JPanel
PrintWriter
String
Scanner
File
System
JButton
AudioInputStream
Color
AudioSystem
Clip
Exception

Main
TankTactics
Double HAS-A
FieldElement
Tank

LightTank
AOE_Tank
BalancedTank
HeavyTank
DOT_Tank

EnergySupplier
SpecialBooster
Healer
Booster
Shooter
HiddenBooster
Jumper
MaxEnergyBooster

UnknownBooster
PowerBooster
MaxLifeBooster
ShootingRangeBooster
MovementRangeBooster