LXNP.400201.508 PP # gridImage: sf::Image Game # gridTexture: sf::Texture # field: Board # gridSprite: sf::Sprite # currentFigure: Figure # width: int # nextFigure: Figure # height: int # gameBoard: int # figures: std::vector<Figure*> # buttonPause: Button + getGridSprite (): sf::Sprite # buttonRestart: Button getGameBoard (x : int, y : int): int Exceptions # buttonMusic: Button + setGameBoard (x : int, y : int, value : int) message: std::string # buttonGameOver: Picture + getWidth (): int # buttonRowsCount: Picture create» Exceptions () getHeight (): int # oneBlock: Picture initializeVector () # pauseBoard: Picture + drawGameBoard (window : sf::RenderWindow) # font: sf::Font «destroy» Board () # text: sf::Text # gameTime: sf::Clock # music: sf::Music # lines_in_a_row: int Text ExceptionSFML OutOfBoundsException # score: int someText: std::string # time: int «create» ExceptionSFML (mes : std::string) create» OutOfBoundsException (mes : std::string) # font: sf::Font # fileTime: int «create» OutOfBoundsException () create» ExceptionSFML () # text: sf::Text # tmpTime: int # txt: std::ostringstream # countLines: int isSelected: bool = true # number: std::string # hasLimit: bool = true # nickName: std::string ExceptionFile # x_pos: float # infoQueue: Queue<PlayerInfo> # y_pos: float create» ExceptionFile (mes : std::string) + keyPressCheck (event : sf::Event, window : sf::Render limit: int = 10 create» ExceptionFile () Window, key : int, menu : GameMenu): int «create» Text (_someText : std::string, fontName : std: mousePressedCheck (event : sf::Event, window : sf::Render :string, size : int, x : int, y : int) Window): int «create» Text (size : int, sel : bool, fontName : std::string) buttonAction (key: int) «create» Text (fontName : std::string) fallingFigure (timer : sf::Clock, pause : float) · inputLogic (charTyped : int) getRandomFigure (): Figure deleteLastChar () getAllFigures () setStrAsNumber (num : float) drawBoardImage (window : sf::RenderWindow) draw (window : sf::RenderWindow) draw (window : sf::RenderWindow) Queue drawNumber (window: sf::RenderWindow, number: int) drawNextFigureBlock (window : sf::RenderWindow) head: Node setString (str : std::string) boundariesIsBroken (): bool tail: Node setPosition (x : float, y : float) isLocked () size: int setCharacterSize (size : int) distanceToLocked (): int setLimit (x : bool) + «destroy» Queue () drawPlacedBlocks (window : sf::RenderWindow) PlayerInfo setLimit (x : bool, lim : int) + enqueue (data : T) gameOver (window : sf::RenderWindow, event : sf::Event): nickName: std::string setSelected (sel : bool) + dequeue () score: int getString (): std::string + front (): T checkAndClearFilledLines () typeOn (event : sf::Event, window : sf::RenderWindow) + isEmpty (): bool + «operator» = (obj : PlayerInfo): PlayerInfo deleteLine (num : int, count : int) + getNickName (): std::string + getSize (): int readFileBestPlayers (fileName : char) Figure writeFileBestPlayers (fileName : char) + printQueue () + getScore (): int + setNickName (name : std::string) showBestPlayersBlock (window: sf::RenderWindow) «create» Queue (other : Queue<T>) # rotationStatus: int setScore (_score : int) «operator» = (other : Queue<T>): Queue scoreBooster (_lines_in_a_row : int) # color: int showGameTime (window: sf::RenderWindow) cellSize: int showScore (window : sf::RenderWindow) offsetX: int Picture checkStatisticBeforeSave () offsetY: int + image: sf::Image processGameCycle (window : sf::RenderWindow, menu # heightOfBlock: int iameMenu): bool + texture: sf::Texture # distanceToCollision: int + loadGameFromFile (fileName : std::string) sprite: sf::Sprite # cubelmage: Picture saveGameToFile (fileName : std::string) + x_coordinate: float # shadowCube: Picture y_coordinate: float «destroy» Game () type: int Block Node «create» Picture () rotateFigure (flag : bool) + x: int «create» Picture (fileName : std::string, x : float, y : float) - data: T + y: int getType (): int setPosition (x : float, y : float) next: Node getColor (): int «create» Block (x : int. v draw (window : sf::RenderWindow) setDistanceToCollision (x : int) getPositionX (): float getStatus (): std::vector<Block> getPositionY (): float get_offset_x (): int updateSprite (fileName : std::string) get_offset_y (): int drawFigure (window : sf::RenderWindow) GameMenu move (x:int, y:int) selectedMenuOption: int calculateMovedPosition (): std::vector<Block> key: int destroy» Figure () buttonStart: Button buttonResume: Button buttonExit: Button mainMenu: Picture isMenu: bool Button showMenu (window : sf::RenderWindow, game : Game) width: float + keyPressCheck (event : sf::Event) height: float buttonAction (game : Game) - buffer: sf::SoundBuffer getIsMenu (): bool sound: sf::Sound setIsMenu (x : bool) `----isPressed: bool «destroy» GameMenu () «create» Button (_someText : std::string, w : float, h : float, fileName : std::string, x : float, y : float) draw (window : sf::RenderWindow) getWidth (): float getHeight (): float playMusic () getIsPressed (): bool setIsPressed (val : bool) «destroy» Button () T_Block I_Block O_Block S_Block **Z_Block Z_Block** J Block allRotationOptions: std::map<int,std::vector<Block>> allRotationOptions: std::map<int,std::vector<Block>> allRotationOptions: std::map<int,std::vector<Block>> allRotationOptions: std::map<int,std::vector<Block>> allRotationOptions: std::map<int,std::vector<Block>> allRotationOptions: std::map < int, std::vector < Block > > allRotationOptions: std::map<int,std::vector<Block>> «create» T_Block () «create» O_Block () «create» S_Block () «create» I_Block () «create» Z_Block () «create» Z_Block () + «create» J Block () ГУИР.400201.508 РР Лит. 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