

Main

```
private BorderPane root;
private Scene scene;
private Jeu game;
private HBox hbox;
private Image imtTitre;
private Image imgJeuFacile;
private Image imgJeuMoyen;
private Image imgJeuDifficile;
private BackgroundSize taille_image;
private BackgroundImage image_fond;
private ImageView logo;
private ImageView JeuFacile;
private ImageView JeuMoyen;
private ImageView JeuDificile;
private HBox hBox2;
private Image ImgArrierePlan;
private VBox vBoxGauche;
private Chronometre temps;
private Label lblTemps;
private Label lblCoups;
private Label btnReinit;
private Label btnMenu;
private BorderPane grilleJeu;
private Pane panneauJeu;
private Image imgGrille;
private ImageView grille;
private String dernierJeu
```

```
void creerMenuPrincipal();
void configurerMenuPrincipal();
void assemblerMenuPrincipal();
void creerJeu(String difficulté);
void configurerJeu();
void assemblerJeu();
```

Jeu

```
- private Integer nbrCoups
- private String JEUX;
- private ArrayList<Voiture>;
- private Point2D pointBut;
- private Label lblCoups;
```

```
void ajouterCoup();
Label GenererCoups(): return lblCoups;
void afficheVoitures(Pane panneau);
```

1..1

1..1

Chronomètre

```
private boolean chronometreActif;
private String instant; 1..1
private Label chronometre;
private int secondes;
private int minutes;
private BorderStroke bdStroke;
```

```
void run() : Compter secondes
void arreterChronometre();
void getLabel(): return chronometre;
```

1..*

Voiture

```
- private double CASE;
- private int BORDS;
- private String idVoiture;
- private String couleur;
- private String orientation;
- private int taille;
- private int colOrigine;
- private int linOrigine;
- private String typeVehicule;
- private Image imgVoiture;
- private ImageView imgV_vtr;
- private Bounds dimensions;
- private boolean estGlisse;
- private boolean enMouvement;
```

```
boolean isEstGlisse();
void setEstGlisse(boolean estGlisse);
void setMouvement(boolean bool);
String getID(): return idVoiture;
void setID(String cle);
void setBounds(ImageView vtr)
Bounds getBounds();
String getCouleur();
void setCouleur(String couleur);
String getOrientation();
void setOrientation(String orientation);
int getTaille();
void setTaille(int taille);
int getColOrigine();
void setColOrigine(int colOrigine);
int getLinOrigine();
void setLinOrigine(int linOrigine);
String getTypeVehicule();
void setTypeVehicule(String typeVehicule);
Image getImgVoiture();
void setImgVoiture(Image imgVoiture);
Double getX();
Double getY();
Point2D genererPointeur(String direction, String orientation);
boolean detectionCollision(BoundingBox point, ArrayList<Voiture>
ImageView getImgV();
void setImgV(ImageView imgV_vtr);
void synchronized seDeplacer(String direction, ImageView imgV, ArrayList<Jeu jeu
```