

Nacho Average Patcho (Gabriel Thompson, Faiza Huda, Jacob Ng)

APCS pd8

PF UML - - Show Us What You Got

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UML Diagrams(s):

Woo
<pre>[-] long startTime [-] long finalScoreTime [-] int score [-] String playerName [-] Board b [-] Scoreboard scboard [-] boolean onFirstMine [-] Scanner sc [+] boolean playing [-] Sequence sequence [-] Sequencer sequencer [-] File song</pre>
<pre>[+] Woo() [+] void intro() [+] load() [+] void newSession() [+] boolean playGame() [+] void endGame() [+] void main(String[])</pre>

Board
<pre>[-] int width [-] int height [-] int minesCount [-] int displacement [+] int minesCount [-] boolean won [-] boolean showMines [-] boolean [][] mines [-] boolean [][] viewed [-] boolean [][] flags</pre>
<pre>[+] Board (int, int, int) [+] void generateMines() [+] void displayBoard() [+] int getSurroundCount(int, int) [+] boolean selectTile(int, int) [+] void tileFillHelper(int, int, int[][]) [+] boolean pairInArray(int, int, int[][]) [+] void flag(int, int) [+] int countViewed()</pre>

EasyBoard
[+] EasyBoard()

MediumBoard
[+] MediumBoard()

DifficultBoard
[+] DifficultBoard()

Scoreboard
[-] ArrayList<Comparable[]> scoreboard
[+] Scoreboard() [+] void add(int) [+] void sort() [+] String topFive() [+] String toString()

TerminallyIll

```
[+] int BRIGHT
[+] int DARK
[+] int ITALICS
[+] int BLACK
[+] int RED
[+] int GREEN
[+] int YELLOW
[+] int BLUE
[+] int MAGENTA
[+] int CYAN
[+] int WHITE
[+] String CLEAR_SCREEN
[+] String HIDE_CURSOR
[+] String SHOW_CURSOR
[+] String RESET
```

```
[+] int background(int)
[+] String go(int, int)
[+] void wait(int)
[+] String getColor(int)
[+] String goDisplacement(int, int, int)
[+] void main(String[])
```