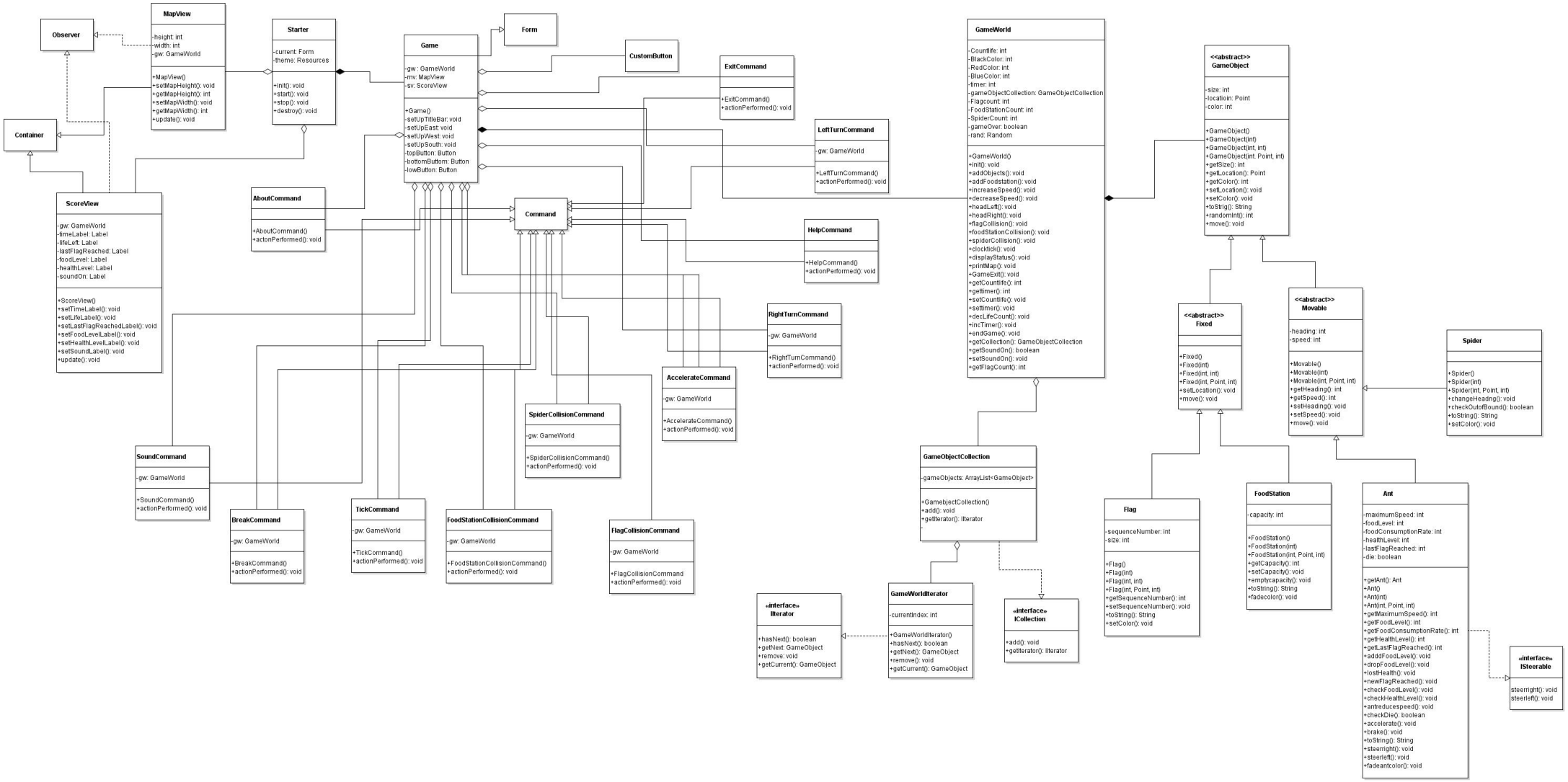
Observer
MapView
-height: int
-width: int
-gw: GameWorld
+MapView()
+setMapHeight(): void
+getMapHeight(): int
+setMapWidth(): void
+getMapWidth(): int
+update(): void
Starter
-current: Form
-theme: Resources
+init(): void
+start(): void
+stop(): void
+destroy(): void
Game
-gw : GameWorld
-mv: MapView
-sv: ScoreView
+Game()
-setUpTitleBar: void
-setUpEast: void
-setUpWest: void
-setUpSouth: void
-topButton: Button
-bottomButton: Button
-lowButton: Button
Form
CustomButton
ExitCommand
+ExitCommand()
+actionPerformed(): void
LeftTurnCommand
-gw: GameWorld
+LeftTurnCommand()
+actionPerformed(): void
GameWorld
-Countlife: int
-BlackColor: int
-RedColor: int
-BlueColor: int
-timer: int
-gameObjectCollection: GameObjectCollection
-Flagcount: int
-FoodStationCount: int
-SpiderCount: int
-gameOver: boolean
-rand: Random
+GameWorld()
+init(): void
+addObjects(): void
+addFoodstation(): void
+increaseSpeed(): void
+decreaseSpeed(): void
+headLeft(): void
+headRight(): void
+flagCollision(): void
+foodStationCollision(): void
+spiderCollision(): void
+clocktick(): void
+displayStatus(): void
+printMap(): void
+GameExit(): void
+getCountlife(): int
+gettimer(): int
+setCountlife(): void
+settimer(): void
+decLifeCount(): void
+incTimer(): void
+endGame(): void
+getCollection(): GameObjectCollection
+getSoundOn(): boolean
+setSoundOn(): void
+getFlagCount(): int
<<abstract>>
GameObject
-size: int
-locatioin: Point
-color: int
+GameObject()
+GameObject(int)
+GameObject(int, int)
+GameObject(int. Point, int)
+getSize(): int
+getLocation(): Point
+getColor(): int
+setLocation(): void
+setColor(): void
+toStrig(): String
+randomInt(): int
+move(): void
Container
ScoreView
-gw: GameWorld
-timeLabel: Label
-lifeLeft: Label
-lastFlagReached: Label
-foodLevel: Label
-healthLevel: Label
-soundOn: Label
+ScoreView()
+setTimeLabel(): void
+setLifeLabel(): void
+setLastFlagReachedLabel(): void
+setFoodLevelLabel(): void
+setHealthLevelLabel(): void
+setSoundLabel(): void
+update(): void
AboutCommand
+AboutCommand()
+actonPerformed(): void
Command
HelpCommand
+HelpCommand()
+actionPerformed(): void
RightTurnCommand
-gw: GameWorld
+RightTurnCommand()
+actionPerformed(): void
AccelerateCommand
-gw: GameWorld
+AccelerateCommand()
+actionPerformed(): void
SpiderCollisionCommand
-gw: GameWorld
+SpiderCollisionCommand()
+actionPerformed(): void
SoundCommand
-gw: GameWorld
+SoundCommand()
+actionPerformed(): void
BreakCommand
-gw: GameWorld
+BreakCommand()
+actionPerformed(): void
TickCommand
-gw: GameWorld
+TickCommand()
+actionPerformed(): void
FoodStationCollisionCommand
-gw: GameWorld
+FoodStationCollisionCommand()
+actionPerformed(): void
FlagCollisionCommand
-gw: GameWorld
+FlagCollisionCommand
+actionPerformed(): void
<<abstract>>
Fixed
+Fixed()
+Fixed(int)
+Fixed(int, int)
+Fixed(int, Point, int)
+setLocation(): void
+move(): void
<<abstract>>
Movable
-heading: int
-speed: int
+Movable()
+Movable(int)
+Movable(int, Point, int)
+getHeading(): int
+getSpeed(): int
+setHeading(): void
+setSpeed(): void
+move(): void
Spider
+Spider()
+Spider(int)
+Spider(int, Point, int)
+changeHeadng(): void
+checkOutofBound(): boolean
+toString(): String
+setColor(): void
GameObjectCollection
-gameObjects: ArrayList<GameObject>
+GamebjectCollection()
+add(): void
+getiterator(): Iterator
«interface»
Iterator
+hasNext(): boolean
+getNext: GameObject
+remove: void
+getCurrent(): GameObject
GameWorldIterator
-currentIndex: int
+GameWorldIterator()
+hasNext(): boolean
+getNext(): GameObject
+remove(): void
+getCurrent(): GameObject
«interface»
ICollection
+add(): void
+getiterator(): Iterator
Flag
-sequenceNumber: int
-size: int
+Flag()
+Flag(int)
+Flag(int, int)
+Flag(int, Point, int)
+getSequenceNumber(): int
+setSequenceNumber(): void
+toString(): String
+setColor(): void
FoodStation
-capacity: int
+FoodStation()
+FoodStation(int)
+FoodStation(int, Point, int)
+getCapacity(): int
+setCapacity(): void
+emptycapacity(): void
+toString(): String
+fadecolor(): void
Ant
-maximumSpeed: int
-foodLevel: int
-foodConsumptionRate: int
-healthLevel: int
-lastFlagReached: int
-die: boolean
+getAnt(): Ant
+Ant()
+Ant(int)
+Ant(int, Point, int)
+getMaximumSpeed(): int
+getFoodLevel(): int
+getFoodConsumptionRate(): int
+getHealthLevel(): int
+getLastFlagReached(): int
+adddFoodLevel(): void
+dropFoodLevel(): void
+lostHealth(): void
+newFlagReached(): void
+checkFoodLevel(): void
+checkHealthLevel(): void
+antreducespeed(): void
+checkDie(): boolean
+accelerate(): void
+brake(): void
+toString(): String
+steerright(): void
+steerleft(): void
+fadeantcolor(): void
«interface»
ISteerable
steerright(): void
steerleft(): void