## 1 Common layer

#### Robotskill

- name: char\*

- damage: int

- distance: int

- accuracy: int

- maxtimes: int

- nowtimes: int

+ getname(): char\*

+ getdamage(): int

+ getdistance(): int

+ getaccuracy(): int

+ getmaxtimes(): int

+ getnowtimes(): int

+ getskillstring: string

+ useskill(): bool

+ use(): void

# Three Int

- a: int

- b: int

- c: int

+ get\_a(): int

+ get b(): int

+ get\_c(): int

+ setThreeInt(ta: int, tb: int, tc: int): void

+ set a(ta: int): void

+set b(tb: int): void

+set c(tc: int): void

# 1..\* skills

## oneRobot

- x: int

- y: int

- id: int

name: stringcurrentlife: int

- wholelife: int

- skills: vector<Robotskill>

- steps: int

- wholesteps: int

- done: bool

- chosen: bool

+ SetoneRobot(tx: int, ty: int, tname: string, tcl: int, twl: int, tskills: vector<Robotskill>, ts: int, tws: int,

tdone: bool, tchosen: bool): void

+ ShowoneRobot(): void







