

Object-oriented Programming Language (Java)

HOMEWORK #4 ☺

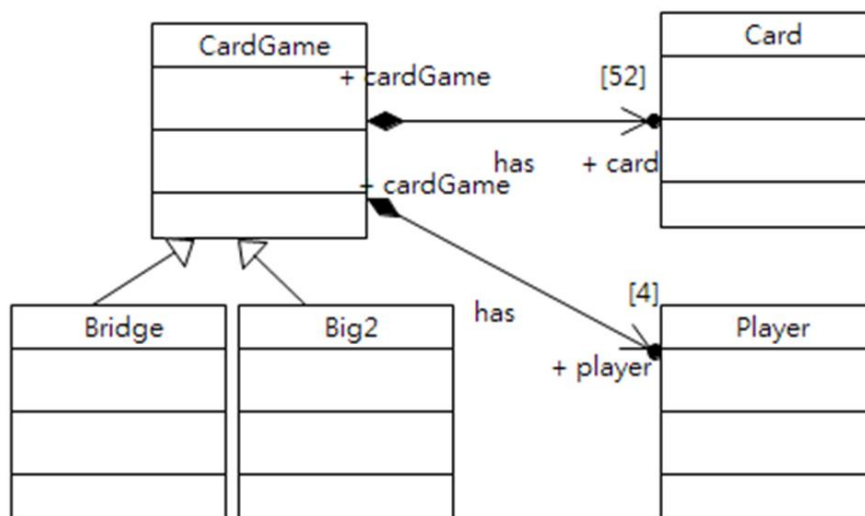
This homework is Due in a week

1. Goal: Students will be needed to

- Learn how to design a game with Object-Oriented Analysis and Design (OOAD) in draw.io IDE.
- Learn how to analyze classes in a game by showing UML class diagrams.
- Learn how to analyze the relationships of classes in object-oriented analysis and design.
- Learn how to use draw.io tool.

2. OOAD: TankWar.

- Analyze and draw the class diagram of the TankWar game or a game with Java source.
 - [類別圖 - 維基百科，自由的百科全書 \(wikipedia.org\)](https://zh.wikipedia.org/zh-tw/%E7%B1%B9%E5%85%B7%E5%9C%B6)
 - Draw is-a (inheritance), has-a and association relationships in the class diagram.
- Add important fields for the classes in the game.
- Add important methods for the classes in the game.



3. Upload and Hand in your homework assignment

- Write a MS word report containing 1. What classes and what kind of services provided, 2. Important fields of the classes. 3. Has-a, is-a and association relationships.
- Zip your draw.io file (.drawio) and report to a zip file (i.e. I2A01.zip)
- Upload the zip file to tronclass website.

Do your assignment as soon as possible. Don't wait till the last minute.