

| hauntedHouse | | |
|--|---|---|
| Room | Player | roomActions |
| <div><div>- roomName: String</div><div>- conectedRooms: List<String></div><div>- itemsInRoom: Map<String, String></div></div> <div><div>+ addItem(String)</div><div>+ getConnectedRooms(): List<String></div><div>+ getRoomName(): String</div><div>+ getItemNames(): [String]</div><div>+ getItemDesc(String): String</div></div> | <div><div>- playerName: String</div><div>- INV_SIZE: Integer</div><div>- invContents: [String]</div><div>- currentRoom: String</div><div>- house: RoomActions</div></div> <div><div>+ getName(): String</div><div>+ connectedRooms(): String</div><div>+ pickupItem(String): String</div><div>+ moveTo(String): [String]</div><div>+ inspectItem(String): String</div><div>+ (): String</div></div> | <div><div>- rooms: ArrayList< Room ></div><div>- AMOUNTROOMS: int</div><div>- counter: int</div></div> <div><div>+ generateRooms()</div><div>+ getRoomList(): String</div><div>+ getAvailableItems(String): [String]</div><div>+ getItemDesc(Room, String): String</div><div>+ getItemLong(String): Object</div><div>+ canMoveInto(String, String): Boolean</div><div>+ getConnections(String): String</div><div>+ returnStringAsRoom(String): Room</div><div>+ returnObjAsString(Object): String</div><div>+ returnArrAsString(Object): String</div></div> |
| Game | App | roomActions |
| <div><div>+ play()</div><div>- checkInputLength([String], String): String</div><div>- input(String): String</div><div>- output(String): String</div></div> | <div><div>+ main method</div></div> | <div><div>- VALIDCOMMANDS: [String]</div></div> <div><div>+ isCommand(String): boolean</div><div>+ command(String): String</div><div>+ getCommandList(String): String</div></div> |

Jose A. Hernandez
Class Structure and Flowchart for Assignment 3
Panther ID: 5712864
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