

hauntedHouse		
<div>Room</div> <div><div><div>- roomName: String</div><div>- conectedRooms: List&lt;String&gt;</div><div>- itemsInRoom: Map&lt;String, String&gt;</div></div><div><div>+ addItem( String )</div><div>+ getConnectedRooms(): List&lt;String&gt;</div><div>+ getRoomName(): String</div><div>+ getItemNames(): [ String ]</div><div>+ getItemDesc( String ): String</div></div></div>	<div>Player</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>+ getLocation(): String</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></div>	<div>roomActions</div> <div><div><div>- rooms: ArrayList&lt; Room &gt;</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></div>
<div>Game</div> <div><div><div>+ play()</div><div>- checkInputLength([ String ], String): String</div><div>- input( String ): String</div><div>- output( String ): String</div><div>- options( String, [ Object ]): Object</div><div>- map( String )</div></div></div>	<div>App</div> <div><div><div>+ main method</div></div></div>	<div>roomActions</div> <div><div><div>- rooms: ArrayList&lt; String &gt;</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>+ canMoveInto( String, String ): boolean</div><div>+ getConnectionsAsList( String ): ArrayList&lt; String &gt;</div><div>+ getConnections( String ): String</div><div>+ returnStringAsRoom( String ): Room</div><div>+ returnObjAsString( Object ): String</div><div>+ returnArrAsString( [ Object ] ): String</div></div></div>

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Class Structure and Flowchart for Assignment 3  
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3NOV20

