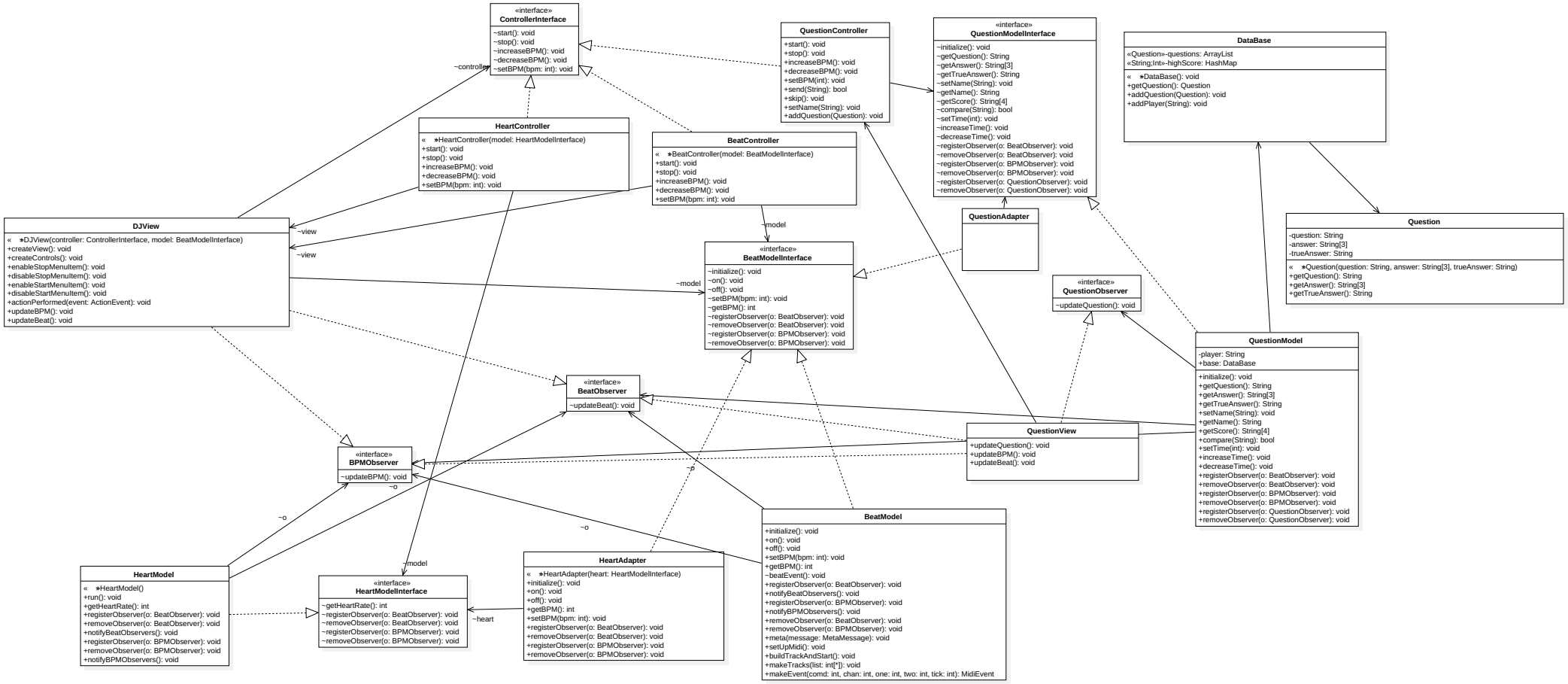
Model::Main


«interface»
ControllerInterface
~start(): void
~stop(): void
~increaseBPM(): void
~decreaseBPM(): void
~setBPM(bpm: int): void
~controller
QuestionController
+start(): void
+stop(): void
+increaseBPM(): void
+decreaseBPM(): void
+setBPM(int): void
+send(String): bool
+skip(): void
+setName(String): void
+addQuestion(Question): void
«interface»
QuestionModelInterface
~initialize(): void
~getQuestion(): String
~getAnswer(): String[3]
~getTrueAnswer(): String
~setName(String): void
~getName(): String
~getScore(): String[4]
~compare(String): bool
~setTime(int): void
~increaseTime(): void
~decreaseTime(): void
~registerObserver(o: BeatObserver): void
~removeObserver(o: BeatObserver): void
~registerObserver(o: BPMObserver): void
~removeObserver(o: BPMObserver): void
~registerObserver(o: QuestionObserver): void
~removeObserver(o: QuestionObserver): void
DataBase
«Question»-questions: ArrayList
«String;Int»-highScore: HashMap
« DataBase(): void
+getQuestion(): Question
+addQuestion(Question): void
+addPlayer(String): void
HeartController
« HeartController(model: HeartModelInterface)
+start(): void
+stop(): void
+increaseBPM(): void
+decreaseBPM(): void
+setBPM(bpm: int): void
BeatController
« BeatController(model: BeatModelInterface)
+start(): void
+stop(): void
+increaseBPM(): void
+decreaseBPM(): void
+setBPM(bpm: int): void
QuestionAdapter
Question
-question: String
-answer: String[3]
-trueAnswer: String
« Question(question: String, answer: String[3], trueAnswer: String)
+getQuestion(): String
+getAnswer(): String[3]
+getTrueAnswer(): String
DJView
« DJView(controller: ControllerInterface, model: BeatModelInterface)
+createView(): void
+createControls(): void
+enableStopMenuItem(): void
+disableStopMenuItem(): void
+enableStartMenuItem(): void
+disableStartMenuItem(): void
+actionPerformed(event: ActionEvent): void
+updateBPM(): void
+updateBeat(): void
~view
~view
~model
~model
«interface»
BeatModelInterface
~initialize(): void
~on(): void
~off(): void
~setBPM(bpm: int): void
~getBPM(): int
~registerObserver(o: BeatObserver): void
~removeObserver(o: BeatObserver): void
~registerObserver(o: BPMObserver): void
~removeObserver(o: BPMObserver): void
«interface»
QuestionObserver
~updateQuestion(): void
QuestionModel
-player: String
+base: DataBase
+initialize(): void
+getQuestion(): String
+getAnswer(): String[3]
+getTrueAnswer(): String
+setName(String): void
+getName(): String
+getScore(): String[4]
+compare(String): bool
+setTime(int): void
+increaseTime(): void
+decreaseTime(): void
+registerObserver(o: BeatObserver): void
+removeObserver(o: BeatObserver): void
+registerObserver(o: BPMObserver): void
+removeObserver(o: BPMObserver): void
+registerObserver(o: QuestionObserver): void
+removeObserver(o: QuestionObserver): void
«interface»
BeatObserver
~updateBeat(): void
QuestionView
+updateQuestion(): void
+updateBPM(): void
+updateBeat(): void
«interface»
BPMObserver
~updateBPM(): void
~o
~o
~o
~o
BeatModel
+initialize(): void
+on(): void
+off(): void
+setBPM(bpm: int): void
+getBPM(): int
~beatEvent(): void
+registerObserver(o: BeatObserver): void
+notifyBeatObservers(): void
+registerObserver(o: BPMObserver): void
+notifyBPMObservers(): void
+removeObserver(o: BeatObserver): void
+removeObserver(o: BPMObserver): void
+meta(message: MetaMessage): void
+setUpMidi(): void
+buildTrackAndStart(): void
+makeTracks(list: int[*]): void
+makeEvent(comd: int, chan: int, one: int, two: int, tick: int): MidiEvent
HeartModel
« HeartModel()
+run(): void
+getHeartRate(): int
+registerObserver(o: BeatObserver): void
+removeObserver(o: BeatObserver): void
+notifyBeatObservers(): void
+registerObserver(o: BPMObserver): void
+removeObserver(o: BPMObserver): void
+notifyBPMObservers(): void
~model
«interface»
HeartModelInterface
~getHeartRate(): int
~registerObserver(o: BeatObserver): void
~removeObserver(o: BeatObserver): void
~registerObserver(o: BPMObserver): void
~removeObserver(o: BPMObserver): void
~heart
HeartAdapter
« HeartAdapter(heart: HeartModelInterface)
+initialize(): void
+on(): void
+off(): void
+getBPM(): int
+setBPM(bpm: int): void
+registerObserver(o: BeatObserver): void
+removeObserver(o: BeatObserver): void
+registerObserver(o: BPMObserver): void
+removeObserver(o: BPMObserver): void