Board Konstantine Novichenko, Francesco Pecora, Sarthak Taneja | May 13, 2020 - coordinatesMessage:Label - statusMessage:Label -roundMessage:Label ComputerBoard PlayerBoard GridCell -roundSavable:String = "1" - enemy:PlayerBoard - placedShipColor:Color = Color.LIGHTGREEN - MAX_GRID_SIZE:int = 11 - serialVersionUID:long = 1L - placeAircraftCarrier:Button hardLevel:boolean = false - xCoordinate:int - xHit:int = -1 - placeAircraftCarrier:Button - currentShipSize:int - vHit:int = -1 - placeBattleship:Button vCoordinate:int - roundCounter:int - up:boolean = false - placeCruiser:Button currentShipName:String occupied:boolean - right:boolean = false - placeSubmarine:Button - hit:boolean down:boolean = false placeDestroyer:Button - horizontally:boolean - left:boolean = false - placeGame:Button - readyToPlay:boolean + color:String = "TRANSPARENT" neighborsChecked:boolean = true placeShipMenu:VBox - turnEnded:boolean - miss:boolean - hDirection:int = 0 - timeLabel:Label - gameEnd:boolean - vDirection:int = 0 - startTime:double - sunk:boolean - changeDirection:boolean = false - endTime:double - gameBoard:GridPane - bufferAI:ArrayList<GridCell> - totalTimeInSec:double - gameBoardGUI:HBox - allHitCellsBuffer:ArrayList<GridCell> - timeline:Timeline + GridCell(x:int, y:int):constructor - currentGC:GridCell - currentTime:long - listOfShips:ArrayList<Ship> finalMessage:StackPane + listOfCells:ArrayList<GridCell> + reset(other:GridCell):void - gridSrtokeColor:Color =Color.DARKRED + getXCoordinate():int # defaultCellColor:Color = Color.rgb(240, 248, 255, + ComputerBoard(e:PlayerBoard):constructor + PlayerBoard():constructor + getYCoordinate():int 0.5) + setHardLevel(s:boolean):void + getTotalTimeInSec():double defaultHoverColor:Color = Color.DARKGREY + attackEnemy():void + displayFinalMessage(text:Text):void - inactiveCellColor:Color = Color.rgb(0,0,0,0) + smartAttackEnemy():void + startTimer():void + isOccupied():boolean # defaultCellColor:Color = Color.PALEVIOLETRED + stopTimer():void + smartAIBufferHandler():void + isHit():boolean # defaultCellColor:Color = Color.RED + clearAlBuffer():void # defaultCellColor:Color = Color.BLUE + foundHitNotSunkCell():boolean + onHoverChangeColor(gc:GridCell, defaultColor:Color, + isSunk():boolean + placeShipAI():void hoverColor:Color, textLabel:Label, gp:GridPane):void + isMiss():boolean + onClickChooseGrid(gc:GridCell, textLabel:Label, + randomOrientation():void + Board():constructor + randomCoordinate():int gp:GridPane):void + getNodeFromGridPane(gridPane:GridPane, + onHoverChangeColor(gc:GridCell, defaultColor:Color, + occupy(ai:boolean)void col:int, row:int):Node hoverColor:Color, textLabel:Label, gp:GridPane):void + placeCurrentShip(shipCells:ArrayList<GridCell>):void colint, row:int):Node + isHorizontally():boolean + getCurrentShipSize():int + getCurrentShipName():String + currentShipIsPlaced():boolean + allShipSArePlaced():boolean + allShipSunk():boolean + hitCell():void + onClickChooseGrid(gc:GridCell, textLabel:Label, + isPlayer():boolean + sunkCell():void gp:GridPane):void + endGame():void + placeCurrentShip(shipCells:ArrayList<GridCell>):void + missCell():void + isPlayer():boolean + getBoardGUI():HBox getTurn():boolean +isReadyToPlay():boolean +isGameEnded():boolean getTextLabel():Label ChoosingShipHandler + getGridBoard():GridPane getGridSize():int + getCoordinatesLabel():Label + sizeOfShip:int getRoundLabel():Label + getRoundCounter():int +getListOfShips():ArrayList<Ship> + typeOfShip:String + endGame():void + resetTurn():void + ednTurn():void + choosingShipHandler(size:int, name:String) + resetRoundCounter(otherRoundCount:int):void + getHit(x:int, y:int):boolean + flipOrientation():void + horizontalPlacement():void + handle(event:ActionEvent):void + verticalPlacement():void + readyToPlay():void + setCurrentShipName(n:String):void + setCurrentShipSize(s:int):void HorizontalPlacementHandler VerticalPlacementHandler PlayGameButtonHandler + onHoverChangeColor(gc:GridCell, defaultColor:Color, hoverColor:Color, textLabel:Label, gp:GridPane):void + onClickChooseGrid(gc:GridCell, textLabel:Label, gp:GridPane):void + playMessage:Label + handle(event:ActionEvent):void + handle(event:ActionEvent):void + playButtonHandler(textLabel:Label):void + handle(event:ActionEvent):void

boards package