● Operation Contracts

contract : main

Operation : main(string[] args)

Cross References : Use Cases: 플레이어 수 및 말 개수 정하기

Preconditions: There are at least 2 people to play the game.

Postconditions: - A Player[] instance *person*wascreated.(instancecreation)

- person was associated with the new Player(). (association formed)

- Person was associated with horse. (association formed)

- person[i].horse[j] was associated with new Horse().(association formed)

- person[i].horse[j].playerNum became the number of players. (attribute modification).

- person[i].horse[j].horseNum became the number of horses players got. (attribute modification).

Contract : throwYut

Operation : throwYut()

Cross References : Use Cases: 윷놀이 게임 시작

Preconditions: The game has begun with at least 2 players and 2 horses each.

Postconditions: - A throwYut instance moveNum was created. (instance creation)

- moveNum was associated with Yut.getNumber(). (association formed)

- moveNum became the result of Yut.getNumber(). (attribute modification)

Contract : choiceHorseToMove

Operation : choiceHorseToMove()

Cross References : Use Cases: 윷놀이 게임 시작

Preconditions: A player has throwed a yut. (throwYut()).

Postconditions:

- choiceHorseToMove instance x was created. (instance creation)

- x was associated with horse[]. (association formed.)

- horse[x] became the horse to move. (attribute modification)

- horse[x] was associated with move(moveNum). (association formed.)

- horse[x].move(moveNum) became the horse to move following to the result of yut throwed.

contract : main

Operation : main(string[] args)

Cross References : Use Cases: 윷놀이 게임 시작

Preconditions: A player's every horse has goaled in.

Postconditions: - main instance play was created. (instance creation)

- play became false. (attribute modification)

- WinnerGui frame4 became new WinnerGui(i) (attribution modification)