

Main

Timer timer GameLogic gameLogic GUIFrame guiFrame

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Timer

- GUIFrame guiFrame
- GameLogic gameLogic
- long timeA
- int timeLength
- int clockA
- int clockATop
- int clockB
- int clockBTop
- int clockC
- int clockCTop
- Boolean gameOn
- + stop()
- timeLoop()
- tick()

GameLogic

- Aircraft aircraft

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- ArrayList<Aircraft> aircrafts
- int scheduleClock
- ArrayDeque<int[]> schedule
- int timeOfNextScheduleEntry
- int scheduleScope
- int scheduleScopeTop
- int averageFrequency
- CommandParser commandParser
- int zoom
- int∏ runwayPosition
- int landed
- int lost
- Random random
- RadarPanel radarPanel
- GUIFrame guiFrame
- ArrayList<String> allIdentifiers
- ArrayList<Aircraft> removeList
- HashMap<Integer, Aircraft> positionMap
- Aircraft[] tooClose
- Timer timer
- + setTimer(Timer t)
- + getLost()
- + getLanded()
- + getIdentifier(int i)
- + getSchedule()
- + setGUIFrame(GUIFrame gf)
- + getScheduleClock()
- + setRadarPanel(RadarPanel rp)
- + updateScheduleClock()
- + landed(Aircraft a)
- + getZoom()
- + getRunwayPosition()
- + getCommandParser()
- + update()
- + getAircrafts()
- gameOver()
- addNewAircraft()
- scheduleNewFlight()
- updateSchedule()
- AircraftsTooClose(Aircraft a)
- checkIfOutside(Aircraft a)
- checkIfGoodForLanding(Aircraft a)
- updateAircrafts()

1 GUIFrame

- RadarPanel radarPanel
- ContainerPanel containerPanel
- CommandPanel commandPanel
- InfoPanel1 infoPanel1
- InfoPanel2 infoPanel2
- KeyboardListener keyboardListener
- int panelHeight
- Aircraft∏ aircraftsTooClose
- + gameOver(String[] s)
- + updateInfoPanel2()
- + updateInfoPanel1()
- + updateRadarPanel()

GameLogic		Values
- Aircraft aircraft - ArrayList <aircraft> aircrafts - int scheduleClock - ArrayDeque<int[]> schedule - int timeOfNextScheduleEntry - int scheduleScope - int scheduleScope - int scheduleScopeTop - int averageFrequency - CommandParser commandParser - int zoom - int[] runwayPosition - int landed - int lost - Random random - RadarPanel radarPanel - GUIFrame guiFrame - ArrayList<string> allIdentifiers - ArrayList<aircraft> removeList - HashMap<integer, aircraft=""> positionMap - Aircraft[] tooClose - Timer timer + setTimer(Timer t) + getLost() + getLanded() + getIdentifier(int i) + getSchedule() + setGUIFrame(GUIFrame gf) + getScheduleClock() + setRadarPanel(RadarPanel rp) + updateScheduleClock() + landed(Aircraft a) + getZoom() + getRunwayPosition() + getCommandParser() + update() + getAircrafts()</integer,></aircraft></string></int[]></aircraft>	1 1	+ static createIdentifier(GameLogic gl) + static getHeadingXYValues()
		CommandParser ArrayDagua (Character) input
		- ArrayDeque <character> input - ArrayDeque<arraydeque<character>> temp - CommandPanel commandPanel - String identifier - Boolean invalidCommand - GameLogic gameLogic - Aircraft aircraft - char[] twoChar - char[] threeChar - char[] fiveChar - char[] fiveChar + getAircraft() + setCommandPanel(CommandPanel cp) + keybEnter() + keybBackspace() + keybCharacter(char c) - parseCommands() - parseIdentifier() - initiateCommandParsing()</arraydeque<character></character>
		- parseInput() Aircrat
	1 *	- Random random - String identifier - int x - int y - int altitude
- gameOver() - addNewAircraft() - scheduleNewFlight() - updateSchedule() - boolean AircraftsTooClose(Aircraft a) - checkIfOutside(Aircraft a) - checkIfGoodForLanding(Aircraft a) - updateAircrafts()		- int heading - int speed - int altitudeCommand - int headingCommand - int speedCommand - int slowDescendValue - int[][headingXYValues - int[][history - int historyLength - int mode - GameLogic gl
		+ getMode() + setMode(m) + setAltitudeCommand(char[] c) + setHeadingCommand(char[] c) + setSpeedCommand(char[] c) + getHistory() + getIdentifier() + getX() + getY() + getZ() + getSpeed()
		+ getHeading() + getZCommand() + getSpeedCommand() + getHeadingCommand() + update() - landingCommands() - updateHistory() - updatePosition() - updateAltitude() - updateSpeed() - updateHeading() - headingCommandIsSmallerThanHeading(int turningSpeed) - headingCommandIsBiggerThanHeading(turningSpeed)

