Civilization

-private arraylist az har unit

-private arraylist cities

- private arraylist Tiles

- private int Gold

public void purchase Tile

public void destroyCity(City city)

private Arraylist Technology

private int happiness

private int cup

private Hashmap <Civilization, String> isFriendly

private void getTechnologies

Database

-private map

-private Arraylist civilization

private int year

public void updateGameParameters

User

String username

String password

int Score

String nickname

Map

-private Arraylist tiles

+public void assignResources

+public void printMap

+public void assignFields

Cup

int value

Item 2

Item 3

برای هر یونیتی که اکستند
میشه توابعشو مینویسیم.

Movement

- private Tile start

- private Tile destination

- public Movement ()

public void findShortestMovement

public int calculateMovementPrice

public boolean destContainsMilitaryUnit

public boolean destContainsNonMilitaryU

public boolean crossesZOC

public void crossZOC

Tile

-private String type (zire meh hast

-private field

private int food

- private resource

- private Unit unit (az har unit)

- private City city

- private Civilization owner

- privaet Hashmap construction

public void calculateFood

private technology

private boolean isAsphalted

private void buildFarm

private void buildMine

Citizen

- private City

- private boolean hasWork

- private Tile

+ public void assignWork

+ public void deleteWork

Recourse

int food

int gold

int production

String name

Unit
-private int x, y
-private int number
- private int militarypower
-private int life
-private int speed
+public void move
+public void combat(Tile destination)
- private boolean isAsleep
- private boolean alert
- private boolean fortify
- public void fortify
-private boolean fortifyUntilHeal
+public void fortifyUntilHeal
+ public void garrison
+ public void setUpForRangedAttack(Tile tile)
+ public void rangedAttack(Tile tile)
+ public void pillage (Tile tile)
+ public void foundCity
+ public void cancelCommand
+public void wakeUp
+public void deleteUnit

City
- private int HP
private String Type (puppet/friendly)
- private int combatStrength
private boolean isConstructingUnit
- private int rangedCombatStrength
- private boolean garrisoned
- private boolean isCaptured
- private Arraylist Citizen
-public void rangedAttack(Tile tile)
+ public void cityOutput
+ public void civilizationOutput
- private militaryUnit
- private normalUnit
public void constrictUnit(Unit unit)
public void constructBuilding
public void assignWork (Citizen citizen)
public void turnFoodIntoCitizen

Technology
private int cup
boolean isUnlocked
String Name