CS 232: Final Project – UML Diagram

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UML Diagram

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| enum | Tetrominoes | |
|  | - NoShape  - IShape  - JShape  - LShape  - OShape  - SShape  - TShape  - ZShape | // Default  // Line shape, cyan  // Mirrored L shape, blue  // L shape, orange  // Box shape, yellow  // S shape, green  // T shape, magenta (bright pink)  // Z shape, red |
| Data | - public  - public | - coords: int[][]  - color: Color |
| Methods  (actions) | + private | + Tetrominoes(int[][], Color):  Constructor |

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| Class | Shape | |
| Data | - private  - private  - private  - private | - pieceShape: Tetrominoes  - coords: int[][]  - list: ArrayList<Integer>  - shapesCalled: ArrayList<Integer> |
| Methods  (actions) | + public  + public  + private  + private  + public  + public  + public  + public  + public  + public  + public  + public  + public | + Shape(): Constructor  + setShape(Tetrominoes): void  + setX(int, int)  + setY(int, int)  + x(int)  + y(int)  + getShape(): Tetrominoes  + randomSevenShape(): int  + setRandomShape(): void  + minX(): int  + minY(): int  + rotateLeft(): Shape  + rotateRight(): Shape |

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| Class | Board extends JPanel implements ActionListener | |
| Data | - private  - private  - private  - private  - private  - private  - private  - private  - private  - private  - private  - private | - BOARD\_WIDTH: int  - BOARD\_HEIGHT: int  - timer: Timer  - isFallingFinished: boolean  - isStarted: boolean  - isPaused: boolean  - numLinesRemoved: int  - curX: int  - curY: int  - curPiece: Shape  - statusBar: JLabel  - board: Tetrominoes[] |
| Methods  (actions) | + public  + public  + public  + public  + public  + private  + private  + public  + public  + public  + private  + public  + public  + public  + private  + private  + private | + Board(Tetris): constructor  + getStatusBar(): JLable  + squareWidth(): int  + squareHeight(): int  + shapeAt(int, int): Tetrominoes  + clearBoard(): void  + pieceDropped(): void  + newPiece(): void  + oneLineDown(): void  + actionPerformed(ActionEvent): void  + drawSquare(Graphics, int, int, Tetrominoes): void  + paint(Graphics): void  + start(): void  + pause(): void  + tryMove(Shape, int, int): boolean  + removeFullLines(): void  + dropDown(): void |
| Class | TetrisKeyAdapter extends KeyAdapter | |
| Methods  (actions) | + public | + keyPressed(KeyEvent): void |

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| Class | Tetris | |
| Methods  (actions) | + public  + public | + Tetris(): Constructor  + main(String[]): void |