CLASS DIAGRAM FOR MAKHLUK HIDUP EXTENSION

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| |  |  | | --- | --- | | Point | | | - | void geser(int dx, int dy) | | + | Int x | | + | Int y |  |  |  | | --- | --- | | Makhluk Hidup | | | - | void menua(); | | - | virtual bool isMati(); | | - | void display(); | | - | Setter/getter | | - | bool isPredator(char DNA\_predator); | | - | bool isRadius (int rad, Point p); | | + | Int umur | | + | Int ulangtahun | | + | Char DNA | | + | Char\* predator | | + | Const int batas\_umur | | + | Point posisi | | + | Point PPosisi | | + | const int ukuran\_predator | | + | bool mati |  |  |  | | --- | --- | | Manusia | | | - | void gerak\_bebas(); | | - | Void gerak\_berburui(Point); | | - | Void gerak\_berarah(int); | | + | Bool menghindar | | + | Point Posisi Predator |  |  |  | | --- | --- | | Hewan | | | - | void hewanMati(); | | - | void gerak\_bebas(); | | - | Void gerak\_berburui(Point); | | - | Void gerak\_berarah(int); | | + | Int tingkat\_kekenyangan | | + | Int maks\_tingkat\_kekenyangan | | + | Bool Lapar |   <<use>> | |  |  | | --- | --- | | Gerak | | | - | void gerak\_menjauh(); | | - | void gerak\_bebas(); | | - | Void gerak\_memburu(Point); | | - | Void gerak\_berarah(int); | | + | Int kecepatan | | + | Int arah |  |  |  | | --- | --- | | Hunting Skill | | | - | Bool isTarget(char \_target) | | + | Char \* Target | | + | Bool Memburu | | + | Point posisiTarget | | + | Const int ukuran\_target | |
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Note : Ini adalah tambahan include untuk kelas MakhlukHidup yang telah didefinsikan sebelumnya pada diagram MakhlukHidup