CLASS DIAGRAM FOR ORGANISM

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| |  |  | | --- | --- | | 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 |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Tumbuhan | | | - | void virtual Reaction(); | | |  |  | | --- | --- | | Rumput | | | - | void reaction() | | |  | | |  |  | | --- | --- | | Pohon | | | - | void reaction() | | | |  |  | | --- | --- | | Manusia | | | - | void gerak\_bebas(); | | - | Void gerak\_berburui(Point); | | - | Void gerak\_berarah(int); | | + | Bool menghindar | | + | Point Posisi Predator |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Polisi | | | - | void reaction() | | |  |  | | --- | --- | | Pemburu | | | - | void reaction() | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Hewan | | | - | void hewanMati(); | | - | void gerak\_bebas(); | | - | Void gerak\_berburui(Point); | | - | Void gerak\_berarah(int); | | + | Int tingkat\_kekenyangan | | + | Int maks\_tingkat\_kekenyangan | | + | Bool Lapar | | | | | |  |  | | --- | --- | | Karnivora | | | - | void prosesMelambat() | | - | void reaction(); | | + | Bool Lambat | | + | Int delta\_kecepatan | | |  | | --- | | Herbivora | | -void -prosesMelambat() | | -void reaction(); | | +Bool percepat | |  | | +Int delta\_kecepatan | | |  | | --- | | Omnivora | | Void Memuda() | | Bool isTumbuhan() | | void reaction(); | | |  |  |  | |  |  |  |      |  | | --- | |  | |
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