CLASS DIAGRAM FOR WORLD

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| |  | | --- | | Semua Daun pada diagram kelas Makhluk Hidup (Harimau, Polisi, Gajah, dll | | | |
| |  |  | | --- | --- | | moderatorMakhlukHidup | | | + | void signalPosition() |  |  |  | | --- | --- | | World | | | - | void initDisplay(); | | - | virtual updateDisplay(); | | - | void draw(Point Px, Point Pc, char Display); | | - | Void draw(Point Pc, char display) | | - | Void draw(MakhlukHidup &) | | - | Void draw(MakhlukHidup\* | | - | Void initDraw(MakhlukHidup&) | | - | Void endDraw(MakhlukHidup&) | | - | Void isGameOver() | | + | Int panjang | | + | Int lebar | | + | Void resetCursor() | | + | Void moveCursor(int, int) | | + | Void cursorSwitch(bool b) | | + | Void Clear() | | |  |  | | --- | --- | | konduktorMakhlukHidup | | | + | void hidup(MakhlukHidup&) |   <<use>>  <<use>> | |  |  | | --- | --- | | adminstratorMakhlukHidup | | | - | void fill(); | | - | virtual pluck(MakhlukHidup\*); | | - | Void pluck(int) | | - | Void creation() | | - | Void sinyal() | | - | Void Activate() | | - | Void check() | | + | Int size | | + | Int count | | + | MakhlukHidup \*daftar[10] | | + | void initDaftar() | |
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