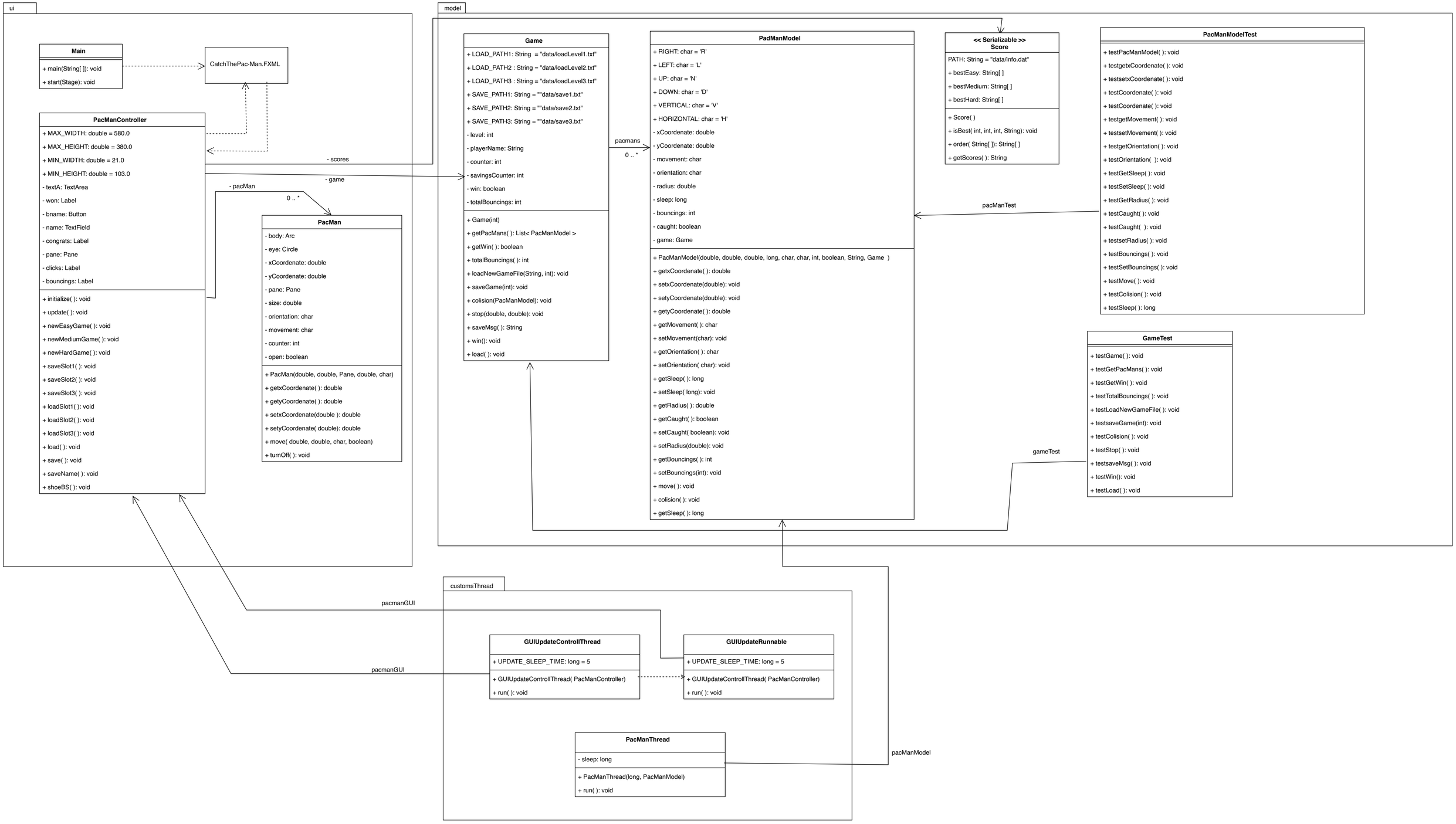
ui
Main
+ main(String[ ]): void
+ start(Stage): void
CatchThePac-Man.FXML
PacManController
+ MAX_WIDTH: double = 580.0
+ MAX_HEIGHT: double = 380.0
+ MIN_WIDTH: double = 21.0
+ MIN_HEIGHT: double = 103.0
- textA: TextArea
- won: Label
- bname: Button
- name: TextField
- congrats: Label
- pane: Pane
- clicks: Label
- bouncings: Label
+ initialize( ): void
+ update( ): void
+ newEasyGame( ): void
+ newMediumGame( ): void
+ newHardGame( ): void
+ saveSlot1( ): void
+ saveSlot2( ): void
+ saveSlot3( ): void
+ loadSlot1( ): void
+ loadSlot2( ): void
+ loadSlot3( ): void
+ load( ): void
+ save( ): void
+ saveName( ): void
+ shoeBS( ): void
- scores
- game
- pacMan
0 .. *
PacMan
- body: Arc
- eye: Circle
- xCoordenate: double
- yCoordenate: double
- pane: Pane
- size: double
- orientation: char
- movement: char
- counter: int
- open: boolean
+ PacMan(double, double, Pane, double, char)
+ getxCoordenate( ): double
+ getyCoordenate( ): double
+ setxCoordenate(double): double
+ setyCoordenate(double): double
+ move(double, double, char, boolean)
+ turnOff( ): void
model
Game
+ LOAD_PATH1: String = "data/loadLevel1.txt"
+ LOAD_PATH2 : String = "data/loadLevel2.txt"
+ LOAD_PATH3 : String = "data/loadLevel3.txt"
+ SAVE_PATH1: String = ""data/save1.txt"
+ SAVE_PATH2: String = ""data/save2.txt"
+ SAVE_PATH3: String = ""data/save3.txt"
- level: int
- playerName: String
- counter: int
- savingsCounter: int
- win: boolean
- totalBouncings: int
+ Game(int)
+ getPacMans( ): List< PacManModel >
+ getWin( ): boolean
+ totalBouncings( ): int
+ loadNewGameFile(String, int): void
+ saveGame(int): void
+ colision(PacManModel): void
+ stop(double, double): void
+ saveMsg( ): String
+ win(): void
+ load( ): void
pacmans
0 .. *
PadManModel
+ RIGHT: char = 'R'
+ LEFT: char = 'L'
+ UP: char = 'N'
+ DOWN: char = 'D'
+ VERTICAL: char = 'V'
+ HORIZONTAL: char = 'H'
- xCoordenate: double
- yCoordenate: double
- movement: char
- orientation: char
- radius: double
- sleep: long
- bouncings: int
- caught: boolean
- game: Game
+ PacManModel(double, double, double, long, char, char, int, boolean, String, Game)
+ getxCoordenate( ): double
+ setxCoordenate(double): void
+ setyCoordenate(double): void
+ getyCoordenate( ): double
+ getMovement( ): char
+ setMovement(char): void
+ getOrientation( ): char
+ setOrientation(char): void
+ getSleep( ): long
+ setSleep(long): void
+ getRadius( ): double
+ getCaught( ): boolean
+ setCaught(boolean): void
+ setRadius(double): void
+ getBouncings( ): int
+ setBouncings(int): void
+ move( ): void
+ colision( ): void
+ getSleep( ): long
<< Serializable >>
Score
PATH: String = "data/info.dat"
+ bestEasy: String[ ]
+ bestMedium: String[ ]
+ bestHard: String[ ]
+ Score( )
+ isBest(int, int, int, String): void
+ order(String[ ]): String[ ]
+ getScores( ): String
PacManModelTest
+ testPacManModel( ): void
+ testgetxCoordenate( ): void
+ testsetxCoordenate( ): void
+ testCoordenate( ): void
+ testCoordenate( ): void
+ testgetMovement( ): void
+ testsetMovement( ): void
+ testgetOrientation( ): void
+ testOrientation( ): void
+ testGetSleep( ): void
+ testSetSleep( ): void
+ testGetRadius( ): void
+ testCaught( ): void
+ testCaught( ): void
+ testsetRadius( ): void
+ testBouncings( ): void
+ testSetBouncings( ): void
+ testMove( ): void
+ testColision( ): void
+ testSleep( ): long
pacManTest
GameTest
+ testGame( ): void
+ testGetPacMans( ): void
+ testGetWin( ): void
+ testTotalBouncings( ): void
+ testLoadNewGameFile( ): void
+ testsaveGame(int): void
+ testColision( ): void
+ testStop( ): void
+ testsaveMsg( ): void
+ testWin(): void
+ testLoad( ): void
gameTest
customsThread
pacmanGUI
pacmanGUI
GUIUpdateControllThread
+ UPDATE_SLEEP_TIME: long = 5
+ GUIUpdateControllThread(PacManController)
+ run( ): void
GUIUpdateRunnable
+ UPDATE_SLEEP_TIME: long = 5
+ GUIUpdateControllThread(PacManController)
+ run( ): void
PacManThread
- sleep: long
+ PacManThread(long, PacManModel)
+ run( ): void
pacManModel