CardSimulator v4::CardSimulator v4

pkg CardSimulator v4

java.util

EventListener

«interface»
ActionListener

+actionPerformed(e: ActionEvent): void

«interface»
Comparator

+compare(o1: Object, o2: Object): int

ArrayList

CardSimulator

-cardDeck: CardDeck
-gui: GUI
-controller: Controller

+main(args: String): void
-init(): void

GUI

GUI

+DARK_GREEN: Color
+window: JFrame
+mainPanel: JPanel
+infoButton: JButton
+shuffleButton: JButton
+resetButton: JButton
+cardPanel: CardPanel

+GUI(): GUI
-createGUI(cardDeck: cardDeck): void
-createInfoButton(): void
-setIcon(): void
+actionPerformed(e: ActionEvent): void
+start(): void

InfoPanel

+iconLabel: JLabel
+titleHeader: JLabel
+authorHeader: JLabel
+dateHeader: JLabel
+versionHeader: JLabel
+licenseHeader: JLabel
+copyrightHeader: JLabel
+imagesHeader: JLabel
+titleLabel: JLabel
+dateLabel: JLabel
+licenseLabel: JLabel
+copyrightLabel: JLabel
+imagesLabel: JLabel
+authorLink: JHyperLink
+versionLink: JHyperLink
+imagesLink: JHyperLink
+titlePanel: JPanel
+authorPanel: JPanel
+datePanel: JPanel
+versionPanel: JPanel
+licensePanel: JPanel
+copyrightPanel: JPanel
+imagesPanel: JPanel

+InfoPanel(): InfoPanel
-buildPanel(): void
-createHeaders(): void
-createLabels(): void
-createLinks(): void
-createPanels(): void

CardGraphic

-ImageIcon: image
-x: int
-y: int

+CardGraphic(image: ImageIcon): CardGraphic
+draw(g: Graphic, c: Component): void
+setPosition(x: int, y: int): void

JHyperLink

+url: String

+JHyperLink(text: String, url: String): JHyperLink

CardPanel

-OFFSET: int = 17
-WIDTH: int = 983
-HEIGHT: int = 180
-cardMap: HashMap
+cardGraphics: ArrayList<CardGraphics>

+CardPanel(cardDeck: CardDeck): CardPanel
-init(cardDeck: CardDeck): void
-getCardGraphics(cardDeck: CardDeck): void
+paintComponent(g: Graphics): void
+getPreferredSize(): Dimension
+update(cardDeck: CardDeck): void

ImageReader

+getImages(suit: Suit): ArrayList<ImageIcon>
+resizeImage(image: BufferedImage, width: int, height: int): BufferedImage
-addImage(images: ArrayList<ImageIcon>, imageFile: File, image: ImageIcon): void

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Controller

-deck: CardDeck
+gui: GUI

+Controller(deck: CardDeck, gui: GUI): Controller
-init(): void
+start(): void

ShuffleListener

+actionPerformed(e: ActionEvent): void

ResetListener

+actionPerformed(e: ActionEvent): void

LinkListener

+mouseClicked(MouseEvent: event): void

InfoListener

+actionPerformed(e: ActionEvent): void

CardDeck

CardDeck

+cards: ArrayList<CardDeck.Card>
-random: Random
-actionListeners: ArrayList<ActionListener>

+CardDeck(): CardDeck
-init(): void
-newDeck(): void
+shuffle(): void
-splitDeck(): ArrayList<ArrayList>
-recombineDeck(leftHalf: ArrayList<CardDeck.Card>, rightHalf: ArrayList<CardDeck.Card>): void
+reset(): void
+addActionListener(l: ActionListener): void
+removeActionListener(l: ActionListener): void
+processEvent(e: ActionEvent): void
+toString(): String

«enumeration»
Suit

SPADES
DIAMONDS
CLUBS
HEARTS

+displayValue: char

-Suit(displayValue: char, altValue: char): Suit
+toString(): String

Card

-initRan: boolean
#comparator: CardDeck.CardComparator
+suit: Suit
+rank: Rank

+Card(suit: Suit, rank: Rank): Card
-init(): void
+equals(Card other): boolean
+compare(Card other): int
+toString(): String

«enumeration»
Rank

ACE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN
JACK
QUEEN
KING

-displayValue: String
#rankValue: int

-Rank(displayValue: String, rankValue: int): Rank
+toString(): String

CardDeck.CardComparator

+compare(card1: Card, card2: Card): int

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java.awt

JPanel

JLabel

JComponent

+paintComponent(g: Graphics): void
+getPreferredSize(): Dimension

event

MouseAdapter

+mouseClicked(event: MouseEvent): void