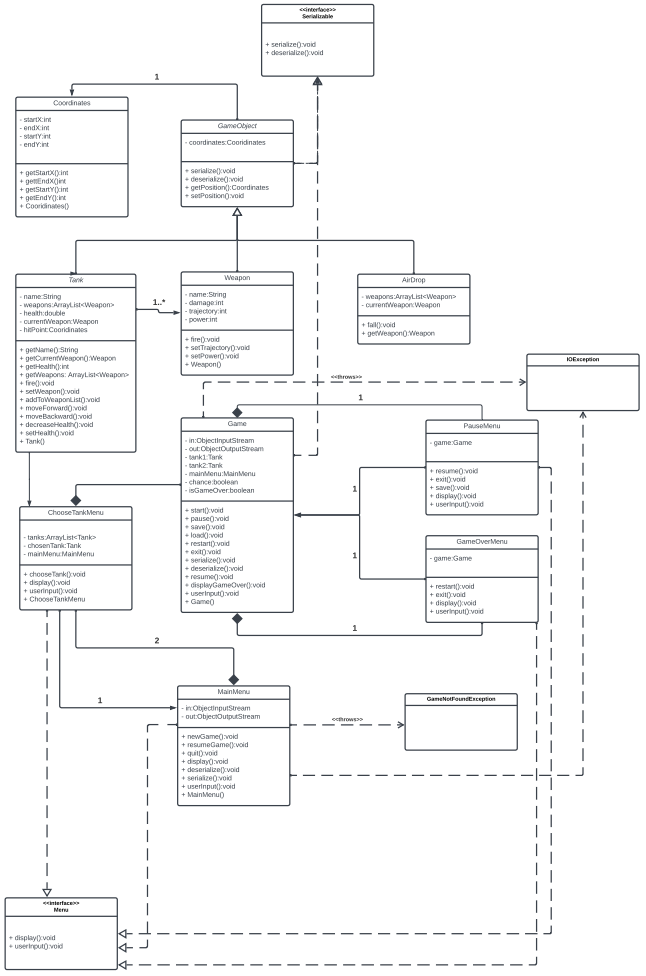
<<interface>>
Serializable
+ serialize():void
+ deserialize():void
Coordinates
- startX:int
- endX:int
- startY:int
- endY:int
+ getStartX():int
+ getEndX()int
+ getStartY():int
+ getEndY():int
+ Coordinates()
GameObjecr
- coordinates:Cooridinates
+ serialize():void
+ deserialize():void
+ getPosition():Coordinates
+ setPosition():void
Tank
- name:String
- weapons:ArrayList<Weapon>
- health:double
- currentWeapon:Weapon
- hitPoint:Cooridinates
+ getName():String
+ getCurrentWeapon():Weapon
+ getHealth():int
+ getWeapons: ArrayList<Weapon>
+ fire():void
+ setWeapon():void
+ addToWeaponList():void
+ moveFoward():void
+ moveBackward():void
+ decreaseHealth():void
+ setHealth():void
+ Tank()
Weapon
- name:String
- damage:int
- trajectory:int
- power:int
+ fire():void
+ setTrajectory():void
+ setPower():void
+ Weapon()
AirDrop
- weapons:ArrayList<Weapon>
- currentWeapon:Weapon
+ fall():void
+ getWeapon():Weapon
IOException
Game
- in:ObjectInputStream
- out:ObjectOutputStream
- tank1:Tank
- tank2:Tank
- mainMenu:MainMenu
- chance:boolean
- isGameOver:boolean
+ start():void
+ pause():void
+ save():void
+ load():void
+ restart():void
+ exit():void
+ serialize():void
+ deserialize():void
+ resume():void
+ displayGameOver():void
+ userInput():void
+ Game()
PauseMenu
- game:Game
+ resume():void
+ exit():void
+ save():void
+ display():void
+ userInput():void
GameOverMenu
- game:Game
+ restart():void
+ exit():void
+ display():void
+ userInput():void
ChooseTankMenu
- tanks:ArrayList<Tank>
- chosenTank:Tank
- mainMenu:MainMenu
+ chooseTank():void
+ display():void
+ userInput():void
+ ChooseTankMenu
MainMenu
- in:ObjectInputStream
- out:ObjectOutputStream
+ newGame():void
+ resumeGame():void
+ quit():void
+ display():void
+ deserialize():void
+ serialize():void
+ userInput():void
+ MainMenu()
GameNotFoundException
<<interface>>
Menu
+ display():void
+ userInput():void
<<throws>>
<<throws>>
1
1..*
1
1
1
1
2
1