VideoGame UD1

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Abstract Class - VideoGame

-gamePlayTime : double
-gameName : String
-gamePublisher : String
-gameAchievements : int
+DEFAULTPLAYTIME : double
+DEFAULTNAME : String
+DEFAULTPUBLISHER : String
+DEFAULTACHIEVEMENTS : int

+VideoGame(name : String, gamePublisher : String, gamePlayTime : double, gameAchievements : int)
+VideoGame()
+VideoGame(original : VideoGame)
+setPlayTime(gamePlayTime : double)
+setGameName(gameName : String)
+setGamePublisher(gamePublisher : String)
+setGameAchievements(gameAchievements : int)
+getPlayTime() : double
+getName() : String
+getPublisher() : String
+getAchievements() : int
+toString() : String
+equals(other : Object) : boolean
+mostPlayedGame ()
+mostAchievements()

Class - Multiplayer

-super()
-friendsThatPlay : int
-gamesWon : int
-rank : String
-level : int
+DEFAULTFRIENDS : int
+DEFAULTGAMESWON : int
+DEFAULTRANK : String
+DEFAULTLEVEL : int

+Multiplayer(super, friendsThatPlay : int, gamesWon : int, rank : String, level : int)
+Multiplayer()
+Multiplayer(original : Multiplayer)
+setFriends(friendsThatPlay : int)
+setGamesWon(gamesWon : int)
+setRank(rank : String)
+setLevel(level : int)
+getLevel() : int
+getRank() : String
+getGamesWon() : int
+getFriends() : int
+toString() : String
+equals(other : Object) : boolean
+mostFriendsPlay()
+bestRank()
+highestLevel()

Class - Singleplayer

-super()
-placesVisited : int
-charactersMet : int
-itemsFound : int
-speedrunTime : double
-fullCompletion : boolean
+DEFAULTPLACES : int
+DEFAULTCHARACTERS : int
+DEFAULTSPEEDUN : double
+DEFAULTCOMPLETION : boolean

+Singleplayer(super, placesVisted : int, charactersMet : int, itemsFound : int, speedrunTime : double, fullCompletion : boolean)
+Singleplayer()
+Singleplayer(original : Singleplayer)
+setPlacesVisited(placesVisited : int)
+setCharactersMet(charactersMet : int)
+set(itemsFound : int)
+setSpeedrunTime(speedrunTime : int)
+setFullCompletion(fullCompletion : boolean)
+getPlacesVisited() : int
+getCharactersMet() : int
+getItemsFound() : int
+getSpeedrunTime() : double
+getFullCompletion() : boolean
+toString() : String
+equals(other : Object) : boolean
+fastedSpeedrun()
+mostItemsFound()
+mostCharactersMet()

Inner Class - itemsSkins

-itemName : String
-itemRarity : int
-itemValue : double
+DEFAULTITEMNAME : String
+DEFAULTRARITY : int
+DEFAULTVALUE : double

+rarestItem()
+itemsSkins(itemName : String, itemRarity : int, itemValue : double)
+itemSkins()
+itemSkins(original : itemSkins)

GameAlreadyExistsException

Learn about this template

UML class diagrams map out the structure of a particular system by modeling its classes, attributes, operations, and relationships between objects.

To customize this template:

- *Click on any shape and type the information you would like to include.*
- *Add and arrange class shapes as needed.*
- *Update cardinality.*
  - *Click on a line and navigate to the properties bar to adjust the endpoints.*
  - *Click on a line and hover over the gear icon to add multiplicities.*
  - *Add additional lines by hovering over a shape and clicking the red dot*

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