Legend
Green -> New Additions
Red -> Removed from implementation
(Relationship lines marked with X to show removal of relationship)
PerformThread
+ run()
java.lang.Thread
MainPagePanel
+ addImage(String, int, int, int, int): void
+ createPlayButton(Dimension, String): JButton
javax.swing.JButton
javax.swing.JFrame
javax.swing.JLabel
javax.swing.JPanel
MainWindow
- mainWindow: MainWindow
- screenDimension: Dimension
- mainPanel: JPanel
- playerLabel1: JLabel
- playerLabel2: JLabel
- playerStateOfMoveLabel1 : JLabel
- playerStateOfMoveLabel2 : JLabel
- millLabel : JLabel
+ getInstance: MainWindow
+ voidInstance(): void
+ setupHomePageWindow(): void
+ setupPlayPageWindow(): void
+ addAllItems(): void
+ getPlayerLabel1(): JLabel
+ getPlayerLabel2(): JLabel
+ getPlayerStateOfMoveLabel1() : JLabel
+ getPlayerStateOfMoveLabel2() : JLabel
+ getMillLabel() : JLabel
has
1
1
has
4
1
has
1
1
has
1
1
displays
1
1
Game
- player1: Player
- player2: Player
- instance: Game
- turn: int
+ getInstance(): Game
+ run(): void
+ checkIfPlayerHasNoValidSlidingMove():boolean
+ getPlayer1(): Player
+ getPlayer2(): Player
+ incrementTurn(): void
+ setPlayers(Actor, Actor): void
has
1
1
1
played by
2
<<Enumeration>>
CurrentStateOfMove
PLACING
SLIDING
FLYING
1
uses
2
Player
- tokenList: ArrayList<Token>
- currentStateOfMove: CurrentStateOfMove
# isComputer: boolean
+ getCurrentStateOfMove(): CurrentStateOfMove
+ getTokenList() : ArrayList<Token>
+ setPlayerTurn(boolean) : void
+ addToken(Token) : void
+ getNumberOfTokens(): int
+ areAllTokensPlaced() : boolean
+ updateStateOfMove(): void
+ typeIsComputer(): boolean
HumanPlayer
+ setPlayerTurn(boolean): void
ComputerPlayer
+ setPlayerTurn(boolean): void
+ generateRandomNumber(int): int
+ produceDelay(int): void
+ generateRandomSlidingMove(): Token
+ generateRandomFlyingPlacingMove(): Token
+ generateRandomRemoveMove(): void
<< interface >>
TokenRemoval
+ performRemoval(Token): void
1
belongs to
1
1
has
2..9
Token
- tokenColour: Color
- DIAMETER: int
- isTokenPlaced: boolean
- canBeUsed: boolean
- intersectionPoint: IntersectionPoint
- currentMoveListener: MouseAdapter
+ toRemove: boolean
+ inMill: boolean
- player : Player
+ paintComponent(Graphics): void
+ addTokenToIntersectionPoint(IntersectionPoint): void
+ getIntersectionPoint(): IntersectionPoint
+ removeFromIntersectionPoint(): void
+ setCanBeUsed(boolean) : void
+ canBeUsed() : boolean
+ changeListener(MouseAdapter,boolean): void
+ setIsTokenPlaced(boolean) : void
+ isTokenPlaced() : boolean
+ removeTemporaryListener :void
+ addPlayer(Player) : void
+ getPlayer() : Player
Move
- tokenInstance: Token
- xCoordinate: int
- yCoordinate : int
- offsetX : int
- offsetY: int
+ mouseReleased(MouseEvent): void
+ mouseDragged(MouseEvent):void
+ getTokenInstance() : Token
+ setOffSets(int,int) : void
1
applies on
1
FlyingMove
+ mousePressed(MouseEvent): void
SlidingMove
+ mousePressed(MouseEvent): void
1
listens to
1
java.awt.event.MouseAdapter
GameBoard
- intersectionPointsList: ArrayList<IntersectionPoint>
- instance: GameBoard
+ getInstance(): GameBoard
+ voidInstance(): void
+ setDimensionsOfBoard(Dimension): void
+ addIntersections(int, int): void
+ paintComponent(Graphics): void
+ getIntersectionPoints(): ArrayList<IntersectionPoint>
+ drawLines(int,int,int,int,int,Graphics): void
+ resetAllIntersectionPoints() :void
1
has
1
javax.swing.Utilities.Colors
javax.swing.JComponent
1
contains
24
IntersectionPoint
- DIAMETER: int
- tokenInstance: Token
- pointSelected: boolean
- isMoveValid : boolean
+ paintComponent(Graphics): void
+ addToken(Token): void
+ removeToken(): void
+ hasToken(): boolean
+ setPointSelected(boolean): void
+ getTokenInstance() : Token
+ setMoveValid(boolean) : void
+ isMoveValid() : boolean
1
has
0..1
placed on
0..1
1
0..*
identifies
1
<< interface >>
NeighbourPointFinder
+ findNeighbouringIntersections(IntersectionPoint, ArrayList<IntersectionPoint>): ArrayList<IntersectionPoint>
MillChecker
- instance: MillChecker
- millTokens: ArrayList<ArrayList<Token>>
+ getInstance(): MillChecker
+ checkMill(IntersectionPoint, boolean): void
+ checkHorizontalVertical(IntersectionPoint, ArrayList<Token>, boolean): ArrayList<Token>
+ changeToRemoveState(Player): void
+ checkIfTokenInMill(Token) : boolean
1
has
1
RemoveMove
- tokenInstance: Token
+ mouseClicked(MouseEvent): void