GridPoint City Depends on + row : int + WIDTH*: int + col : int + HEIGHT*: int + MAX_COL* : int + MAX ROW* : int Creature GridPoint (int, int) - creatures : List<Creatures> GridPoint (GridPoint) - creatureGrid : HashMap<Gridpoint, List<Creature>> + NORTH*: int - rmQueue : Queue<Creature> + SOUTH*: int - addQueue : Queue<Creature> + equals(Object) : boolean + EAST* : int + hashCode(): int - rand : Random + WEST*: int + toString(): String + NUM DIRS*: int City (Random, int, int, int) + dist(GridPoint) : int + DIRS* : int[] # dirRow : int[] # dirCol : int[] + numCreatures(): int + LAB_BLACK* : char + queueRmCreature(Creature) : void + LAB BLUE* : char + queueAddCreature(Creature): void Depends on + LAB RED* : char + clearQueue(): void + LAB YELLOW* : char + simulate(): void + LAB ORANGE* : char + LAB_PINK* : char + LAB MAGENTA* : char + LAB_CYAN* : char + LAB GRAY* : char - dir : int - point : GridPoint # lab : char # rand : Random # city : City Creature (int, int, City, Random) + getRow(): int + getCol(): int + getGridPoint() : GridPoint + dist(Creature) : int + toString(): String + maybeTurn(): void + takeAction(): void + die(): boolean + step(): void Mice **Zombie Cats** + NORTH* : int + NORTH*: int Cats + SOUTH* : int + SOUTH* : int + EAST* : int + EAST* : int + WEST*: int + WEST*: int + NORTH* : int + NUM_DIRS* : int + NUM_DIRS* : int + SOUTH*: int + DIRS* : int[] + DIRS* : int[] + EAST*: int # dirRow : int[] # dirRow : int[] + WEST*: int # dirCol : int[] # dirCol : int[] + NUM DIRS*: int + LAB_BLACK* : char + LAB_BLACK* : char + DIRS* : int[] + LAB_BLUE* : char + LAB_BLUE* : char # dirRow : int[] + LAB_RED* : char + LAB_RED* : char # dirCol : int[] + LAB YELLOW* : char + LAB YELLOW* : char + LAB BLACK* : char + LAB ORANGE* : char + LAB_ORANGE* : char + LAB BLUE* : char + LAB_PINK* : char + LAB PINK* : char + LAB_RED* : char + LAB MAGENTA* : char + LAB MAGENTA* : char + LAB_YELLOW* : char + LAB CYAN* : char + LAB_CYAN* : char + LAB_ORANGE* : char + LAB_GRAY* : char + LAB GRAY* : char + LAB PINK* : char + dirRow : int[] + dirRow : int[] + dirCol : int[] + LAB MAGENTA* : char + dirCol : int[] + LAB_CYAN* : char + lab : char + lab : char + LAB_GRAY* : char + rand : Random + rand : Random + dirRow : int[] + city : City + city : City + dirCol : int[] + lab : char Zombie Cats (int, int, City, Random) Mice (int, int, City, Random) + rand : Random + city : City + getRow(): int + getRow(): int + getCol(): int + getCol(): int + getGridPoint() : GridPoint Cats (int, int, City, Random) + getGridPoint() : GridPoint + dist(Creature) : int + getRow(): int + dist(Creature) : int + toString(): String + getCol(): int + toString(): String + maybeTurn(): void + maybeTurn() : void + getGridPoint() : GridPoint + takeAction(): void + takeAction(): void + dist(Creature) : int + die(): boolean + die(): boolean + toString(): String + step(): void + maybeTurn(): void + step(): void Key + takeAction(): void + public + die(): boolean - private + step(): void * static # protected

→ inherits

---- Depends on