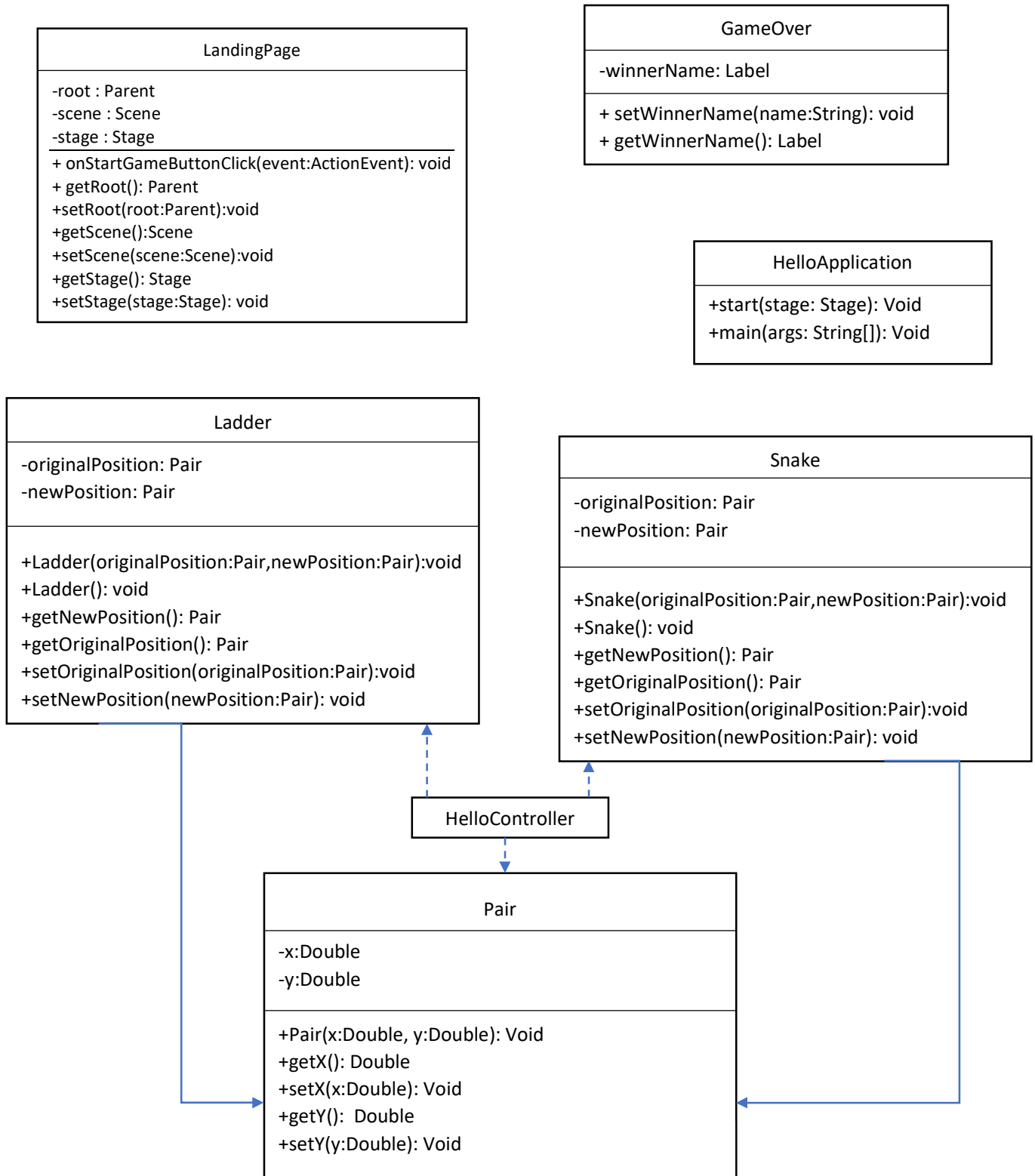


UML CLASS DIAGRAM

Made By:
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HelloController
-stage:Stage -scene:Scene -root:Parent -next:Button -image:ImageView -blue:ImageView -red:ImageView -diceImage:ImageView -b:Button -diceRoll:Label -b2:Button -firstRan: Integer -firstRan2: Integer -numOfClicks: Integer -roll: Integer -roll2: Integer -loc: ArrayList<Pair> -snakes: ArrayList<Snake> -ladders: ArrayList<Ladder> -turn: Integer
+HelloController(): void +createSnakesList(a: ArrayList<Snake>,loc:ArrayList<Pair>):void +createLadderList(a: ArrayList<Snake>,loc:ArrayList<Pair>):void +click(event:MouseEvent):void +containsSnake(x:Double,y:Double): int +containsLadder(x:Double,y:Double): int +randomInt():int +randomNum():int +setHitSnakeOrLadder2(hitSnakeOrLadder2: Boolean): void +getHitSnakeOrLadder2(): Boolean +isHitSnakeOrLadder2(): Boolean +setHitSnakeOrLadder(hitSnakeOrLadder: Boolean):void +getHitSnakeOrLadder(): Boolean +isHitSnakeOrLadder(): Boolean +setTurn(turn: Int):void +getTurn(): int +setLadder(ladders: ArrayList<Ladder>): void +getLadder(): ArrayList<Ladder> +setSnakes(ladders: ArrayList<Snake>): void +getSnakes(): ArrayList<Snake> +setLoc(loc: ArrayList<Pair>):void +getLoc(): ArrayList<Pair> +setRoll2(roll2: int): void +getStage(): Stage +setStage(stage: Stage): Void +getScene(): Scene +setScene(Scene scene): Void +getRoot(): Parent +setRoot(root:Parent):Void +getNext(): Button +setNext(next:Button): Void +getImage(): ImageView +setImage(image: ImageView): Void +getBlue(): ImageView +setBlue(blue: ImageView): Void +getRed(): ImageView +setRed(red: ImageView):Void +getDiceImage(): ImageView +setDiceImage(diceImage: ImageView): Void +getB(): Button +setB(b:Button): Void +getDiceRoll():Label +setDiceRoll(diceRoll: Label): Void +getB2(): Button +setB2(b2: Button): Void +getFirstRan(): Integer +setFirstRan(firstRan: Integer): Void +getFirstRan2(): Integer +setFirstRan2firstRan: Integer): Void +getNumOfClicks(): Integer +setNumOfClick(numOfClicks: Integer): Void +getNumOfClicks2(): Integer +setNumOfClick2(numOfClicks: Integer): Void +getRoll(): Integer +setRoll(roll: Integer): Void +getRoll2(): Integer

