

TNPG: Raisins (Ruby Friedman, Samantha Hua, Nada Hameed)

APCS

Final Project -- UML Diagrams

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Woo
void draw() void setup() void keyPressed() void keyReleased() void mouseClicked()

Item
double dCatch int dHealth String name boolean catching
double getDCatch() int getDHealth() String getName()

Trainer
ArrayList<Pokemon> storage ArrayList<Item> backpack int wallet
ArrayList<Pokemon> getStorage() ArrayList<Item> getBackpack() int getWallet() void move() void fight() void catchy()

Pokemon
int health int rarity String name
int getHealth() int getRarity() String getName() void evolve()

TreeNode
Pokemon cargo TreeNode _lt TreeNode _rt
TreeNode getLeft() TreeNode getRight() Pokemon getValue() void setLeft(TreeNode newVal) void setRight(TreeNode newVal)