String Cheese
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Period 4
Bubble Shooter: UML

Bubble_Shooter
+ boolean _inMotion
+ PVector mouseClick
+ PVector center
+ boolean _lose
+ boolean _ win
+ BubbleGrid _bubbleField
+ ALQueue<Bubble> _upNext
+ int _turn
+ int _gameScreen
+ PImage _end
+ PImage _font
+ static final float SPEED
+ static final int MAXROW
+ static final int RADIUS
+ setup()
+ draw()
+ initScreen()
+ gameOverScreen()
+ restarting(int x, int y, int w, int h)
+ snap()
+ recharge()
+ createAngleVector()
+ launch(Bubble b)
+ adjustByAngle(Bubble b)
+ mouseClicked()
+ createPointer(Bubble b)
+ populateQueue()
+ shiftDown()
+ checkLose()
+ checkWin()
+ loseLine()
+ drawAll()

Bubble
- int _state
- int _color
- float _radius
- float _dx
- float _dy
- float _xcor
- float _ycor
- ArrayList<Bubble> _neighbors;
- Boolean _checked
- int _hanging;
+ static final int RED
+ static final int BLUE
+ static final int YELLOW
+ static final int GREEN
+ static final int PINK
+ static final int RADIUS
+ Bubble()
+ Bubble(float x, float y, int state)
+ Bubble(float x, float y, int ncolor, int state)
+ Bubble(int ncolor)
+ Accessors + Mutators
+ move()
+ fall()
+ bounce()
+ inContact(Bubble other)
+ numActiveNeighbors()
+ getSameNeighbors()
+ getNotSameNeighbors()
+ getActiveNeighbors()
+ showQueueBubble(int index)
+ show()

BubbleGrid
- Bubble[][] _bubbleGrid
- int _size
- LList<Bubble> _cluster
- int _cPop
- LList<Bubble> _hangingBubbles
- int _numMoved
- int _score
- int _largestCluster
- int _poppedPerCluster
+ static final int RADIUS
+ BubbleGrid()
+ getBubble(int x, int y)
+ getRecentPop()
+ setBubble(int x, int y, Bubble b)
+ moveDown()
+ adjustCors()

Other Classes
ALQueue<T>
LLNode<T>
LList<T>
List interface