

ılisierung ung von Map 1d wird LogWriter.Cell LogWriter.Entity erufen und +valueOf(String name : int) : LogWriter.Cell +valueOf(name : string) : LogWriter.Entity bernommen. +values() : LogWriter.Cell [] +values() : LogWriter.Entity [] aktikStream dem Teamsätzlich zum wir führen überprüfungen ob gesetzt ergeben wird / was genau passiert in execute aus. In den Settern in Field wenn zB Schiff oder Treasure neu gesetzt werden wird die anderung geloggt <<Interface>> LogWriter +addCell(cell : LogWriter.Cell, affiliation : Integer, x : int, y : int) : LogWriter +addCustomHeaderData(string: String): LogWriter +beginTransaction(entity: LogWriter.Entity, id: int): LogWriter +close(): void +create(entity: LogWriter.Entity, id: int, keys: LogWriter.Key[], values: int[]): LogWriter +destroy(entity: LogWriter.Entity, id: int): LogWriter +fleetScore(id : int value: int) : LogWriter +init(logStream : OutputStream, map : String, programs : String []) : LogWriter +logStep(): LogWriter + notify (entity: LogWriter.Entity, id: int, key: LogWriter.Key, value: int): LogWriterTranslator +Translator() -lex(TextFile : Stream) : List<List<Token>> -parse(Text : List<List<Token>>) : list<Com. tiate: run(TextFile : Stream) : list<Command> Lexer und im erstört Flipzero Goto Sense -p : int Drop -pc : int -direction: int -elsePC : int +execute(ship : Ship) : void <<Interface>> Command +execute(ship : Ship) : void 0..2000 1 Team -score : int Team-Initialisierung -name : char erhällt fertig -tactic : List<Command> Buoy Translatete Taktik und -fleet : List<Ship> Teamnamen und setzt -team : Team +Team(c : char, tactic : List<comma.. Punkte = 0 .... -type : int +addLoot(i : int) : void +getType(): int +addShip(ship: Ship): void +getTeam(): Team +deleteShip(ship : Ship) : boolean +Buoy(id : int, team : Team, type : int) +getCommand(pc : int) : command ...156 1

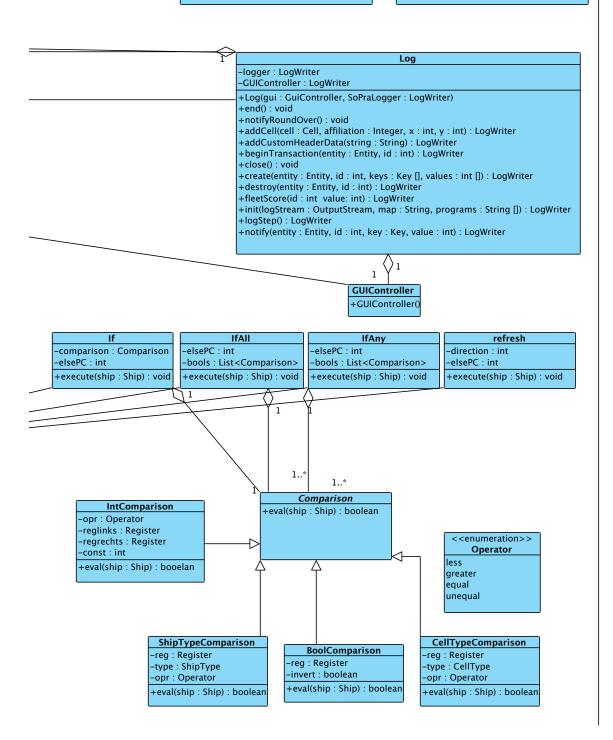
## <<Interface>> LogWriter.Transaction

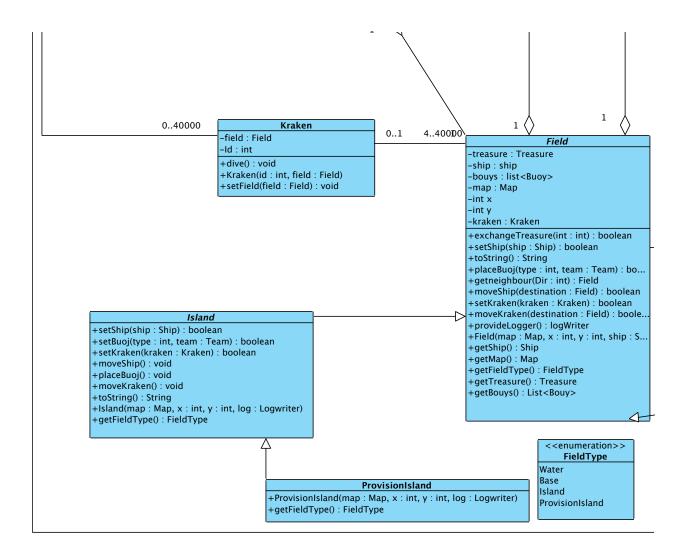
+set(LogWriterKey : int, value : int) : void

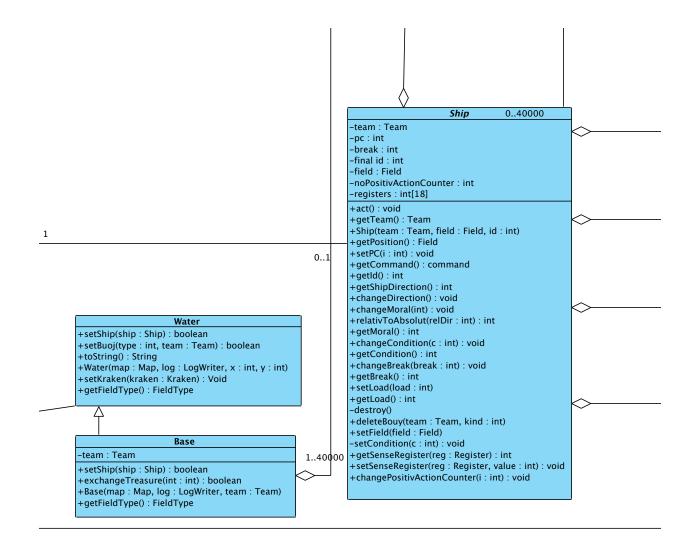
## LogWriter.Key

+valueOf(name : string) : LogWriter.Key

+values() : LogWriter.Key []







## <<enumeration>> Register ship\_direction snip\_direction ship\_load ship\_moral -ship\_condition sense\_celltype sense\_treasure sense\_marker0 sense\_marker1 sense\_marker2 sense\_marker3 sense\_marker4 sense\_marker4 <<enumeration>> boolWert False True undefined sense\_enemymarker sense\_shiptype sense\_shipdirection sense\_shiploaded sense\_Supply <<enumeration>> Shiptype sense\_shipcondition Friend Enemy undefined <<enumeration>> CellType Empty Island Home Enemyhome undefined