

UML Class Diagram

GamePanel
<i>Attributes</i> private long serialVersionUID = 1L private Thread thread private boolean running = false private int FPS = 60 private long targetTime = 1000 / FPS public int TILESIZE = 32 public int TILESACROSS = 17 public int TILESDOWN = 21 public int SCALE = 1 public int WIDTH = TILESIZE * TILESACROSS public int HEIGHT = TILESIZE * TILESDOWN private BufferedImage image private int pixels[0..*] private Graphics2D g private Graphics gScreen private boolean paused private JFrame frame public int toDraw = 0 private int drawHeight = 608
<i>Operations</i> public GamePanel(JFrame frame) public void start() public void resume() public void stop() public void addNotify() public void keyPressed(KeyEvent key) public void keyReleased(KeyEvent key) public void keyTyped(KeyEvent arg0) public void run() private void update() private void draw() private void render() public void setDraw(int height) private void drawToScreen() private void initialize() public void mouseClicked(MouseEvent arg0) public void mouseEntered(MouseEvent m) public void mouseExited(MouseEvent m) public void mousePressed(MouseEvent m) public void mouseReleased(MouseEvent m)

Logging
<i>Attributes</i> private Logger logger = Logger.getLogger("Logging") private FileHandler debugFileHandler private FileHandler exceptionFileHandler
<i>Operations</i> public Logging() public void debug(Level level, String msg) public void debug(Throwable exception, String msg)

Game
<i>Attributes</i>
<i>Operations</i> public void main(String args[0..*])





