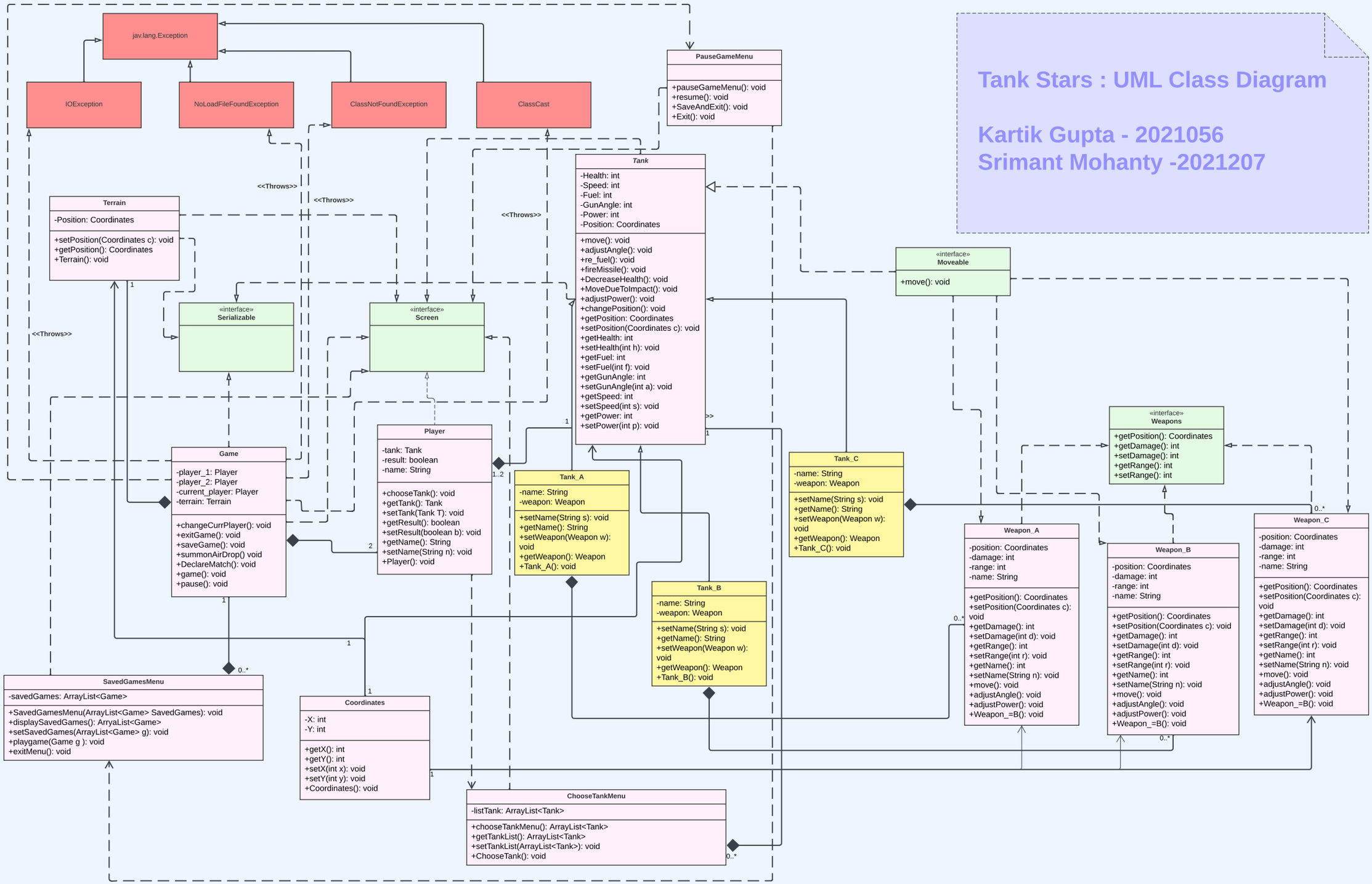
Tank Stars : UML Class Diagram
Kartik Gupta - 2021056
Srimant Mohanty -2021207
jav.lang.Exception
IOException
NoLoadFileFoundException
ClassNotFoundException
ClassCast
PauseGameMenu
+pauseGameMenu(): void
+resume(): void
+SaveAndExit(): void
+Exit(): void
Tank
-Health: int
-Speed: int
-Fuel: int
-GunAngle: int
-Power: int
-Position: Coordinates
+move(): void
+adjustAngle(): void
+re_fuel(): void
+fireMissile(): void
+DecreaseHealth(): void
+MoveDueToImpact(): void
+adjustPower(): void
+changePosition(): void
+getPosition: Coordinates
+setPosition(Coordinates c): void
+getHealth: int
+setHealth(int h): void
+getFuel: int
+setFuel(int f): void
+getGunAngle: int
+setGunAngle(int a): void
+getSpeed: int
+setSpeed(int s): void
+getPower: int
+setPower(int p): void
Terrain
-Position: Coordinates
+setPosition(Coordinates c): void
+getPosition(): Coordinates
+Terrain(): void
«interface»
Moveable
+move(): void
«interface»
Serializable
«interface»
Screen
«interface»
Weapons
+getPosition(): Coordinates
+getDamage(): int
+setDamage(): int
+getRange(): int
+setRange(): int
Game
-player_1: Player
-player_2: Player
-current_player: Player
-terrain: Terrain
+changeCurrPlayer(): void
+exitGame(): void
+saveGame(): void
+summonAirDrop() void
+DeclareMatch(): void
+game(): void
+pause(): void
Player
-tank: Tank
-result: boolean
-name: String
+chooseTank(): void
+getTank(): Tank
+setTank(Tank T): void
+getResult(): boolean
+setResult(boolean b): void
+getName(): String
+setName(String n): void
+Player(): void
Tank_A
-name: String
-weapon: Weapon
+setName(String s): void
+getName(): String
+setWeapon(Weapon w): void
+getWeapon(): Weapon
+Tank_A(): void
Tank_B
-name: String
-weapon: Weapon
+setName(String s): void
+getName(): String
+setWeapon(Weapon w): void
+getWeapon(): Weapon
+Tank_B(): void
Tank_C
-name: String
-weapon: Weapon
+setName(String s): void
+getName(): String
+setWeapon(Weapon w): void
+getWeapon(): Weapon
+Tank_C(): void
Weapon_A
-position: Coordinates
-damage: int
-range: int
-name: String
+getPosition(): Coordinates
+setPosition(Coordinates c): void
+getDamage(): int
+setDamage(int d): void
+getRange(): int
+setRange(int r): void
+getName(): int
+setName(String n): void
+move(): void
+adjustAngle(): void
+adjustPower(): void
+Weapon_=B(): void
Weapon_B
-position: Coordinates
-damage: int
-range: int
-name: String
+getPosition(): Coordinates
+setPosition(Coordinates c): void
+getDamage(): int
+setDamage(int d): void
+getRange(): int
+setRange(int r): void
+getName(): int
+setName(String n): void
+move(): void
+adjustAngle(): void
+adjustPower(): void
+Weapon_=B(): void
Weapon_C
-position: Coordinates
-damage: int
-range: int
-name: String
+getPosition(): Coordinates
+setPosition(Coordinates c): void
+getDamage(): int
+setDamage(int d): void
+getRange(): int
+setRange(int r): void
+getName(): int
+setName(String n): void
+move(): void
+adjustAngle(): void
+adjustPower(): void
+Weapon_=B(): void
SavedGamesMenu
-savedGames: ArrayList<Game>
+SavedGamesMenu(ArrayList<Game> SavedGames): void
+displaySavedGames(): ArryaList<Game>
+setSavedGames(ArrayList<Game> g): void
+playgame(Game g): void
+exitMenu(): void
Coordinates
-X: int
-Y: int
+getX(): int
+getY(): int
+setX(int x): void
+setY(int y): void
+Coordinates(): void
ChooseTankMenu
-listTank: ArrayList<Tank>
+chooseTankMenu(): ArrayList<Tank>
+getTankList(): ArrayList<Tank>
+setTankList(ArrayList<Tank>): void
+ChooseTank(): void
<<Throws>>
1
2
1..2
0..*