UML\_Model

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| Castle |
| -health:int  -money: int  -score: int |
| +Castle()  +Castle(hlth:int, mny:int,scr:int,gdn:int)  +Caslte(obj:const Castle)  +getHealth( ):int  +getGridNum():int  +set\_GridNum(int):void  +setCastle(int,int,int,int):void  +subtractHealth(hlth:int):void  +getMoney():int  +getScore():int  +spendMoney(mny:int):void |

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| Model |
| -towers:QVector <Tower1\*>  -monsters:QVectore <Monsters\*>  -mns\_path:ArrayPath  -castle:Castle  -level:int  -deadMonsters:QVector<int> |
| +Model(parent:QWidget):explicit  +addTower(int):bool  +addMonster():void  +getCastle():Castle  +getArray\_path():ArrayPath  +getTowersSize():int  +incrementMonsters():void  +kill(twrIndex:int, mnstIndex:int):void  +towersTakeShot():QVector<int>  +getLevel():int  +nextLevel():void  +getMonsterSize():int |

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| GraphicsItem |
| #Grid\_Number:int |
| +GraphicsItem() |

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| ArrayPath |
| -path: int  -pathSize: int |
| +ArrayPath()  +getPath(): int  +getPathSize(): int |

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| Tower1 |
| -FirePower:int  -Cost\_Value:int  -Shot\_Speed:int  -damage:int  -shotCounter:int  -enemyInSight:int |
| +Towe1r()  +Tower1(fp:int, cv:int, ss:int, gn:int)  +Tower1(obj:const Tower1)  +Tower1(grdNumber:int)  +getFirePower( ):int  +getCost\_Value( ):int  +getShot\_Speed( ):int  +setGrid\_Number(int,int,int,int):void  +getDamage():int  +getShotCounter():int  +takeShot():void  +resetShotCounter():void  +enemyIsInSight():bool  +setSight(enemyInSight:bool):void |

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| Monster |
| -Attack\_Value\_and\_Health:int |
| +Monster( )  +Monster(av\_hlth:int,grdn:int)  +Monster(obj:const Monster)  +Monster(dmg:int)  +getAttact\_Value\_and\_Health( int):int  +setAttack\_Value\_and\_Health)int):void  +setGrid\_Number(int):void  +setMonster(int,int):void  +getupdated\_Damage():int  +hit(dmg:int):void |

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| ArrayTowers |
| -towers[3]:Tower1 |
| +ArrayTowers(t1:const Tower1, t2:const Tower1, t3:const Tower1)  +get\_tower1():Tower1  +get\_tower2():Towe1  +get\_tower3():Tower1 |