PatrolBoat Extends Boat

size = 2

Boat

- alive : boolean
- positionTiles : ArrayList<Marker>
- startX : int
- startY : String
- endX : int
- endY : String
- size : int

+ placeBoat(Boat : boatObject)
+ updatePosition(int : x1, int : y1, int x1, int : y1)
+ Accessor Methods

Submarine Extends Boat

size = 3

Destroyer Extends Boat

size = 3

Carrier Extends Boat

size = 5

Battleship Extends Boat

size = 4

0..5

<<Utility>>
ViewUpdateUtility

- updateStatsLabel(WarboatsModel : theModel, WarboatsView : theView)
- updatePlayerBoard(int : x, int : y, boolean : hit)

Board

- markerArray : ArrayList<ArrayList<Marker>>
- inumHits : int
- numMisses : int

+ checkHit(int : x, int : y) : boolean
+ hitMiss(boolean : isHit, Coordinates : shot)
+ Accessor Methods

2

<<Utility>>
SoundUtility

- soundFile : File
- audioIn : AudioInputStream
- clip : Clip

- playAudio()
+ Accessor Methods

1

100

Marker

- posX : int
- posY : int
- consoleRepresentation : String
- isShipOn : boolean
- isHit : int
- Boat : boatOn

+ Accessor Methods

WarboatsModel

- myBoard : Board
- opponentBoard : Board
- curClient : WarboatsClient
- curServer : WarboatsServer
+ playerTurn : boolean
- navy : ArrayList<Boat>

- carrier : Carrier
- battleship : Battleship
- destroyer : Destroyer
- submarine : Submarine
- patrolBoat : PatrolBoat

- lastShot : Coordinates
- lost : boolean
- won : boolean
- playerReady : boolean
- opponentReady : boolean
- playerRematch : Boolean
- opponentRematch : Boolean
- shipsRemaining : int

+ sendPlayerMove(int : x, int : y)
+ signal BeginGame()
+ addShip(int : boatType, int : x1, int : y1, int : x2, int : y2)
+ updateShip(int : boatType, int : x1, int : y1, int : x2, int : y2)
+ Accessor Methods

WarboatsNetwork

- activeClient : WarboatsClient
- activeServer : WarboatsServer

+ buildNetwork()
+Accessor Methods

WarboatsServer extends Listener

- server : Server
- tcpPort : int
- udpPort : int

+run ()
+connected(Connection : c)
+received(Connection : c, Object : p)
+disconnected(Connection : c)

WarboatsClient extends Listener

+ client : Client
- ip : InetAddress
- tcpPort : int
- udpPort : int

+run()
+received(Connection : c, Object : p)

Coordinates

+ message : String
+ x : int
+ y : int

GameOver

+ winFlag : boolean

Rematch

+ rematch : boolean

1   1

1   1

1   1

1

1

0..*

0..*

0..*

0..*

0..*

0..*

0..*

0..*

BeginGame
+ isReady : boolean

0..*

0..*