|  |
| --- |
| Player |
| -Attributes |
| -Operation  +MoveToPoint()  +CheckMove() |

TP

Tank

Tank

-Attributes

+Speed

+Back

+Top

+Base

+Tread

+TankPaint

+MainPanel

+SpeedModifier

-Attributes

+eX

+eY

+background

TankPaint

-Attributes

+Map

+Player

Game

\*

1

-Operation

+loadBeginPoints()

+paintComponent()

+move()

+start()

+actionPerformed()

+stop()

+mouseClicked()

+mouseEntered()

+mouseExited()

+mousePressed()

+getExplosionPoint()

-Operation

1

1 Game

Game

-Operation

+setSpeedModifier()

+setDefaultCloseOperation()

+setSize()

+setResizable()

+setTitle("Battle Tanks)

+setLocation()

+setVisible()

Player

1..\*

Enemy

Player

-Operation

+reset()

+update()

Map

-Attributes

+Height

+width

1

Enemy

1

Map

-Operation

-Attributes

-Operation

+MoveToPoint()

+CheckMove()

-Attributes