Dragramme de Clas	ses Colt	E,	xpoess "
Train			Bnd?t
			# Buting: Arraghest (Butin)
+ NB_ Wagens & Integer + NB_Bandres Integer			# Crain Bandet: Train
+ NERVOSITE Marschalls	flint ()	0,6	# pos & position
- Compotraine Arraylist (Wagon)			# NonBondot 3 String
+ PasSherifs Integer			Balles & Integer
- doen & Arraghit & Bonds	6		Info & Sting
Create Players (Arrayhist <	4		Avance Bondit()
Benge Parchall()=			+ Recule Bonditu
get Train () & Army hist K	wagn		+ MonteSandit()
+ get cellule (Integer) & Wago	N	0,6	+ Rentre Bodill)
get joneur () & Arraylist			+ act (Action)
***			+ Med smele()
Wagon		0/1	
+ Rax Butin & Istoger		/	+ Tire Bas()
myTrains Train			+ tile Haut ()
who notes Army hat Brilly I	0		+ Marchalestia ()
Richesse & Array Lity Buth	Bitin		+ hache Butin()
Identite: Sting	- Bijonx & Enteger		+ Total Bain (): Integer
Munwagare Integer	+ Bourse & Integer		+ Gagne Bating
- NbBjonxe Integer	+ Pargot & Integer		+ got Balle() = Integer
Nb Borrse & Integer	type & Integer		+ get Posi n() = Position
- N5 Margots Integer	- Valeurs Integer		+ get Nom() = String
	+ getType () & Inter	911	41/
-Init Bath (Integer)	+ get valently Inter		
+ get Num Wag on ()	1		1,1
+ get Nb Bijonxl)	0,4		position
get N5 Morgott)			
+get NS Bourse ()			X & Integer
tadd NbBijarx (1: Integer 100)			ys Integer
radd nis Mangoti) & Integer			get abasse & Integer
+ remove NS Bijonx () & Integer + remove NS Mangatijs Integer		1	get_ordonnee Integer
+ remove Nb Mangoty's tribger + remove Nb Bonsel's tribger			
+ get my Train () = Train			
+ get Bondit (18 Accordingt Bindit)			
+ get Richese () stranghist, Boting			
+ get Identite () & String			

Scanned by CamScanner