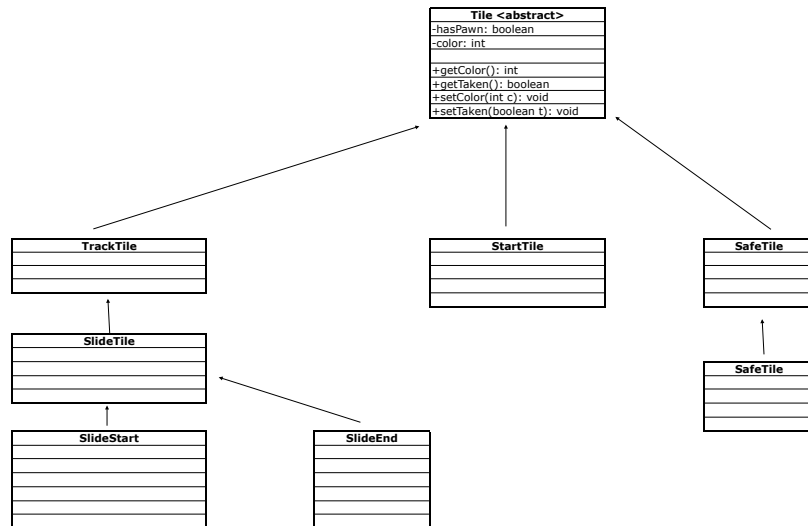


AP Computer Science - Victor Hawley  
Project Proposal - Sorry!  
Unified Modeling Language (UML Diagram)



**SorryBoard**

- boardImage: Image
- picLoaded: int
- GRID\_WIDTH: int
- GRID\_HEIGHT: int
- grid: Tile[][]
- players: ArrayList<Player>
- PLAYER\_YELLOW: int
- PLAYER\_GREEN: int
- PLAYER\_RED: int
- PLAYER\_BLUE: int
- playerLetters: String[]
- playerNameStrings: String[]
- currentTurn: int
- moveCounter: int
- timeToDraw: boolean
- timeToSelect: boolean
- timeToMove: boolean
- timeToChooseAgain: boolean
- pickedCard: Card
- selectedPawn: Pawn
- CPawns: ArrayList<Pawn>
- mainDeck: Deck
- message: Label
- nullLabel: Label
- actionButton: Button

+actionPerformed(ActionEvent e): void

+advance(Pawn p): void

+advance(Pawn p, int moveCount): void

+getChoosablePawns(): ArrayList<Pawn>

+getCurrentTurn(): int

+getGrid(): Tile[][]

+getPLAYERBLUE(): int

+getPLAYERGREEN(): int

+getPLAYERRED(): int

+getPLAYERYELLOW(): int

+getSelectedPawn(): Pawn

+getTimeToChooseAgain(): boolean

+incrementTurn(): void

+mouseClicked(MouseEvent e): void

+mouseEntered(MouseEvent e): void

+mouseExited(MouseEvent e): void

+mousePressed(MouseEvent e): void

+mouseReleased(MouseEvent e): void

+paint(Graphics g): void

+setTimeToChooseAgain(boolean b): void

+update(Graphics g): void

**GameWindow**

- playerNum: int
- PLAYER\_MAX: int
- PLAYER\_MIN: int

+getPlayerNum(): int

+startNewGame(): void

**Pawn**

- startX: int
- startY: int
- posX: int
- posY: int
- color: int
- facingForward: boolean
- selectable: boolean

+getCol(): int

+getFacingForward(): boolean

+getPosX(): int

+getPosY(): int

+getStartX(): int

+getStartY(): int

+moveTo(int x, int y): void

+setCol(int c): void

+setFacingForward(boolean b): void

+setPosX(int x): void

+setPosY(int y): void

+setSelectable(boolean s): void

+toString(): String

**Player**

- pawns: ArrayList<Pawn>

+getPawns(): ArrayList<Pawn>

