java.lang.Exception **AP PROJECT TANK STARS UML CLASS DIAGRAM** IOException GameNotSavedException GameCannotRestarted ClassNotFoundException Terrain **Siddharth Rajput(2021102)** Viviana Longjam(2021115) - Position : Coordinate + Terrain() <<throws>> + getPosition() : void + setPosition(): void PauseMenu +presGame : Game Game Player MainMenu + PauseMenu(Game presGame) - id : int Weapon resumeGame(Game presGame) : void - status : String + player1 : Player saveGame(Game presGame) : void - tank : Tank activeGame : Game name : String + player2 : Player + exitGame() : void - savedGames : ArrayList <Game> - name : String - type : String - health : int + currentPlayer : Player - range : int + terrain : Terrain result : int - damage: int + MainMenu() - NewGame() : void + Player(Tank t, String n, int h) + Game() ResumeGame(): void Weapon(String name, String type, int range, int damage) - Exit() : void + getSavedGame() : ArrayList <Game> + getid() : void + getname() : String + setname(String name) : void + getName(): String + setName(String name): void SavedGame + setid(int id) : void + getTank() : Tank + getstatus() : void + getType() : String + setType(String type) : void - setSavedGame(ArrayList <Game>) : void + setTank(Tank t) : void + setstatus(String status) : void + getactiveGame : Game + getHealth() : int - pauseGame() : void - setactiveGame : Game + getRange() : int + setHealth(int h) : void + switchPlayer() : void + SavedGame(ArrayList <Game> savedList) + setRange(int r) : void gameResult() : boolean + getDamage() : int + SavedGamesDisplay() : void + setDamage(int d) : void startSavedGame(Game selected) : void + addWeapon(ArrayList <Weapon> weapons) : void exitSaveMenu(): void $\dot{\nabla}$ $\dot{\nabla}$ 0... «interface» «interface» Serializable Screen $\overline{\Delta} \Delta \Delta$ GameEnd Tank + weapons : ArrayList <Weapon> - angle : int - power : int + GameEnd () + coordinate : Coordinate + displaystats(Game presGame) : void + Restart() : void + Tank(String name) + ExitToMainMenu() : void + getTankName() : String - setTankName(String name) : void getFuel(): int 1..* - setFuel(int fuel) : void getPower() : int - setPower(int p) : void ChooseTank getAngle(): int Coordinate - setAngle(int a) : void + isTankEmpty : boolean availableTanks : ArrayList <Tank> - X : int + fire() : void - Y : int + ChooseTank(ArrayList <Tank>) + addTank(ArrayList <Tank> availableTanks) : void + Coordinate(int x, int y) + displayTank(ArrayList <Tank>) : void selectTank(ArrayList <Tank>) : void + setX(int x) : void + exitToMainMenu() : void + getY(): int + setY(int y) : void TankB TankC TankA **TankNotFoundException** GameNotContinued tank_name : String -tank_name : String - tank name : String · id : int id : int - id : int TankB(String name, int id) TankC(String name, int id) TankA(String name, int id) + getTankName() : String + getTankName() : String + getTankName() : String + setTankName(String n) : void + setTankName(String n) : void + setTankName(String n) : void + getTankId() : int + getTankId() : int + getTankId() : int + setTankId(int id) : void + setTankId(int id) : void + setTankId(int id) : void