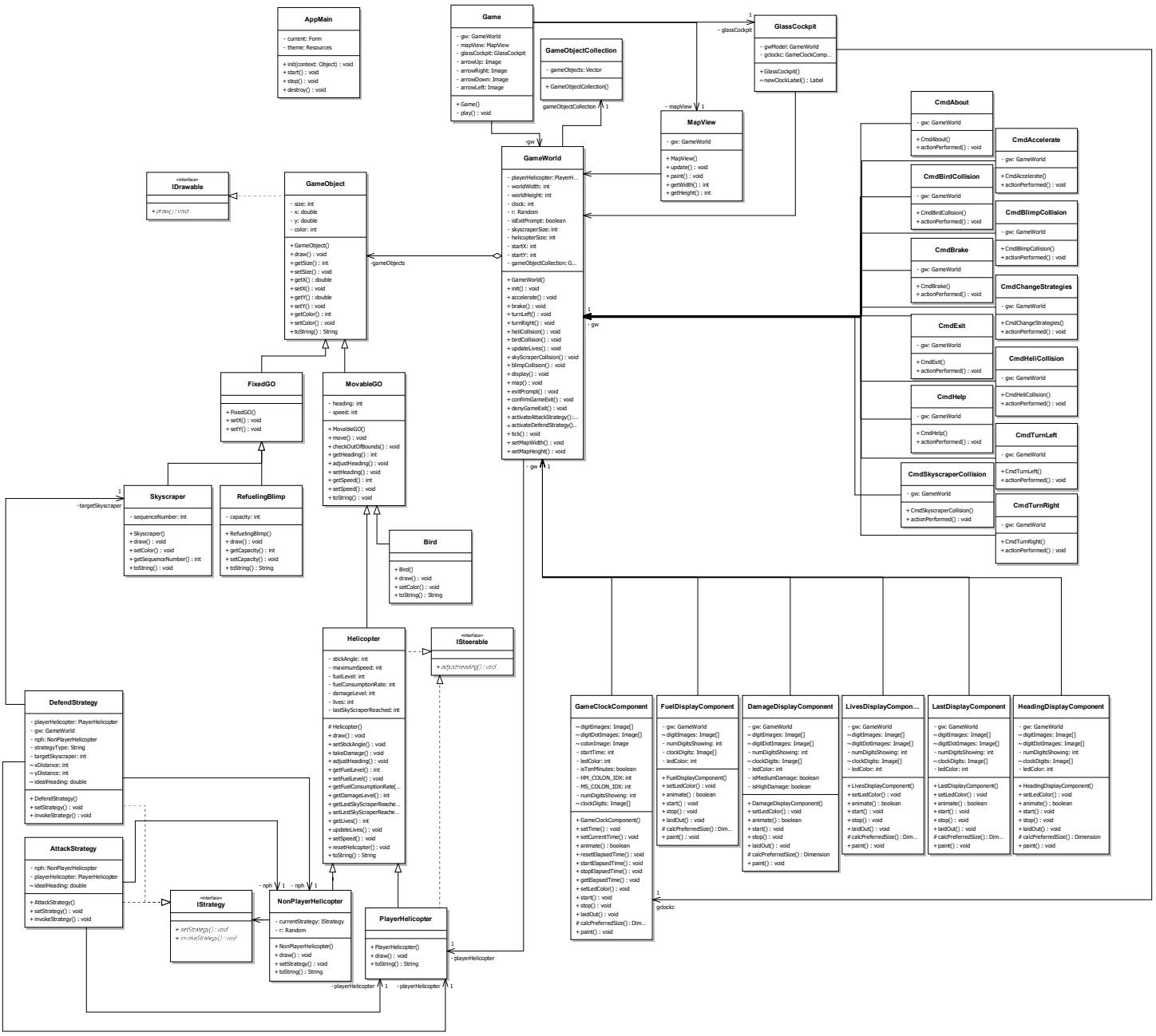
AppMain
- current: Form
- theme: Resources
+ init(context: Object) : void
+ start() : void
+ stop() : void
+ destroy() : void
Game
- gw: GameWorld
- mapView: MapView
- glassCockpit: GlassCockpit
- arrowUp: Image
- arrowRight: Image
- arrowDown: Image
- arrowLeft: Image
+ Game()
- play() : void
GameObjectCollection
- gameObjects: Vector
+ GameObjectCollection()
gameObjectCollection
1
- glassCockpit
1
GlassCockpit
- gwModel: GameWorld
- gclockc: GameClockComp...
+ GlassCockpit()
~ newClockLabel() : Label
- mapView
1
MapView
- gw: GameWorld
+ MapView()
+ update() : void
+ paint() : void
+ getWidth() : int
+ getHeight() : int
-gw
GameWorld
- playerHelicopter: PlayerH...
- worldWidth: int
- worldHeight: int
- clock: int
- r: Random
- isExitPrompt: boolean
- skyscraperSize: int
- helicopterSize: int
- startX: int
- startY: int
- gameObjectCollection: G...
+ GameWorld()
+ init() : void
+ accelerate() : void
+ brake() : void
+ turnLeft() : void
+ turnRight() : void
+ heliCollision() : void
+ birdCollision() : void
+ updateLives() : void
+ skyScraperCollision() : void
+ blimpCollision() : void
+ display() : void
+ map() : void
+ exitPrompt() : void
+ confirmGameExit() : void
+ denyGameExit() : void
+ activateAttackStrategy() :...
+ activateDefendStrategy()...
+ tick() : void
+ setMapWidth() : void
+ setMapHeight() : void
«interface»
IDrawable
+ draw() : void
GameObject
- size: int
- x: double
- y: double
- color: int
+ GameObject()
+ draw() : void
+ getSize() : int
+ setSize() : void
+ getX() : double
+ setX() : void
+ getY() : double
+ setY() : void
+ getColor() : int
+ setColor() : void
+ toString() : String
-gameObjects
1
- gw
FixedGO
+ FixedGO()
+ setX() : void
+ setY() : void
MovableGO
- heading: int
- speed: int
+ MovableGO()
+ move() : void
+ checkOutOfBounds() : void
+ getHeading() : int
+ adjustHeading() : void
+ setHeading() : void
+ getSpeed() : int
+ setSpeed() : void
+ toString() : void
1
- targetSkyscraper
Skyscraper
- sequenceNumber: int
+ Skyscraper()
+ draw() : void
+ setColor() : void
+ getSequenceNumber() : int
+ toString() : void
RefuelingBlimp
- capacity: int
+ RefuelingBlimp()
+ draw() : void
+ getCapacity() : int
+ setCapacity() : void
+ toString() : String
Bird
+ Bird()
+ draw() : void
+ setColor() : void
+ toString() : String
Helicopter
- stickAngle: int
- maximumSpeed: int
- fuelLevel: int
- fuelConsumptionRate: int
- damageLevel: int
- lives: int
- lastSkyScraperReached: int
# Helicopter()
+ draw() : void
+ setStickAngle() : void
+ takeDamage() : void
+ adjustHeading() : void
+ getFuelLevel() : int
+ setFuelLevel() : void
+ getFuelConsumptionRate(...
+ getDamageLevel() : int
+ getLastSkyScraperReache...
+ setLastSkyScraperReache...
+ getLives() : int
+ updateLives() : void
+ setSpeed() : void
+ resetHelicopter() : void
+ toString() : String
«interface»
ISteerable
+ adjustHeading() : void
DefendStrategy
- playerHelicopter: PlayerHelicopter
- gw: GameWorld
- nph: NonPlayerHelicopter
- strategyType: String
- targetSkyscraper: int
~ xDistance: int
~ yDistance: int
~ idealHeading: double
+ DefendStrategy()
+ setStrategy() : void
+ invokeStrategy() : void
AttackStrategy
- nph: NonPlayerHelicopter
- playerHelicopter: PlayerHelicopter
~ idealHeading: double
+ AttackStrategy()
+ setStrategy() : void
+ invokeStrategy() : void
«interface»
IStrategy
+ setStrategy() : void
+ invokeStrategy() : void
- nph
1
- nph
1
NonPlayerHelicopter
- currentStrategy: IStrategy
- r: Random
+ NonPlayerHelicopter()
+ draw() : void
+ setStrategy() : void
+ toString() : String
- playerHelicopter
1
PlayerHelicopter
+ PlayerHelicopter()
+ draw() : void
+ toString() : String
- playerHelicopter
1
- playerHelicopter
1
- gw
1
CmdAbout
- gw: GameWorld
+ CmdAbout()
+ actionPerformed() : void
CmdAccelerate
- gw: GameWorld
+ CmdAccelerate()
+ actionPerformed() : void
CmdBirdCollision
- gw: GameWorld
+ CmdBirdCollision()
+ actionPerformed() : void
CmdBlimpCollision
- gw: GameWorld
+ CmdBlimpCollision()
+ actionPerformed() : void
CmdBrake
- gw: GameWorld
+ CmdBrake()
+ actionPerformed() : void
CmdChangeStrategies
- gw: GameWorld
+ CmdChangeStrategies()
+ actionPerformed() : void
CmdExit
- gw: GameWorld
+ CmdExit()
+ actionPerformed() : void
CmdHeliCollision
- gw: GameWorld
+ CmdHeliCollision()
+ actionPerformed() : void
CmdHelp
- gw: GameWorld
+ CmdHelp()
+ actionPerformed() : void
CmdTurnLeft
- gw: GameWorld
+ CmdTurnLeft()
+ actionPerformed() : void
CmdSkyscraperCollision
- gw: GameWorld
+ CmdSkyscraperCollision()
+ actionPerformed() : void
CmdTurnRight
- gw: GameWorld
+ CmdTurnRight()
+ actionPerformed() : void
GameClockComponent
~ digitImages: Image[]
~ digitDotImages: Image[]
~ colonImage: Image
- startTime: int
- ledColor: int
- isTenMinutes: boolean
- HH_COLON_IDX: int
- MS_COLON_IDX: int
- numDigitsShowing: int
~ clockDigits: Image[]
+ GameClockComponent()
+ setTime() : void
+ setCurrentTime() : void
+ animate() : boolean
+ resetElapsedTime() : void
+ startElapsedTime() : void
+ stopElapsedTime() : void
+ getElapsedTime() : void
+ setLedColor() : void
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dim...
+ paint() : void
1
gclockc
FuelDisplayComponent
- gw: GameWorld
~ digitImages: Image[]
- numDigitsShowing: int
- clockDigits: Image[]
- ledColor: int
+ FuelDisplayComponent()
+ setLedColor() : void
+ animate() : boolean
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dim...
+ paint() : void
DamageDisplayComponent
- gw: GameWorld
~ digitImages: Image[]
~ digitDotImages: Image[]
- numDigitsShowing: int
~ clockDigits: Image[]
- ledColor: int
- isMediumDamage: boolean
- isHighDamage: boolean
+ DamageDisplayComponent()
+ setLedColor() : void
+ animate() : boolean
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dimension
+ paint() : void
LivesDisplayCompon...
- gw: GameWorld
~ digitImages: Image[]
~ digitDotImages: Image[]
- numDigitsShowing: int
~ clockDigits: Image[]
- ledColor: int
+ LivesDisplayComponent()
+ setLedColor() : void
+ animate() : boolean
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dim...
+ paint() : void
LastDisplayComponent
- gw: GameWorld
~ digitImages: Image[]
~ digitDotImages: Image[]
- numDigitsShowing: int
~ clockDigits: Image[]
- ledColor: int
+ LastDisplayComponent()
+ setLedColor() : void
+ animate() : boolean
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dim...
+ paint() : void
HeadingDisplayComponent
- gw: GameWorld
~ digitImages: Image[]
~ digitDotImages: Image[]
- numDigitsShowing: int
~ clockDigits: Image[]
- ledColor: int
+ HeadingDisplayComponent()
+ setLedColor() : void
+ animate() : boolean
+ start() : void
+ stop() : void
+ laidOut() : void
# calcPreferredSize() : Dimension
+ paint() : void