ParcialFinal_DCA - Untitled

view

Main

- gameScreen GameScreen

+ settings(): void
+ setup(): void
+ draw(): void
+ keyPressed(): void

MainGameScreen

GameScreen

- controller Controller

+ GameScreen(PApplet app): void
+ paintCharacter(): void
+ paintCar(): void
+ paintStreet(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ ending(): void
+ sortList(char key): void
+ keyPressed(char key): void
+ paintTime(): void
+ paintInformation(): void

GameScreenController

1

controller

Controller

- logic Logic

+ Controller(PApplet app): void
+ paintCharacter(): void
+ paintCar(): void
+ paintStreet(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ ending(): void
+ sortList(char key): void
+ keyPressed(char key): void
+ paintTime(): void
+ paintInformation(): void

ControllerLogic

model

1

Logic

- app PApplet
- file : String [ ]
- car : ArrayList<Car>
- information: LinkedList<Information>
- character Character
- sortTime SortTime
- end, seg, min : int
- gameOver, win, lose, time, showRegister : boolean

+ Logic(PApplet app): void
+ readTxt(): void
+ createCars(): void
+ paintCharacter(): void
+ paintCar(): void
+ moveCar(): void
+ paintStreet(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ colition(): void
+ win(): void
+ ending(): void
+ sortList(char key): void
+ keyPressed(char key): void
+ paintTime(): void
+ paintInformation(): void

exception

LogicWin   **LogicLose**

Win

+ Win (String message): void

Lose

+ Lose (String message): void

Exception

LogicInformation

1

Information

- app PApplet
- date: Date
- time: String
- date2: String

+ Information(Date date, String time, PApplet app): void
+ paintInformation(int x, int y): void
+ compareTo(): int
+ *gets() & *sets():void

<<Interface>>
Comparable

SortTimeLogic

SortTime

+ compare(): void

<<Interface>>
Comparator

LogicObject

1

Object

app PApplet
dir, posX, posY : int

+ Object (int dir, int posX, int Posy, PApplet app): void
+ paintObject(): void
+ move(): void
+ *gets() & *sets():void

Character

+ moveLeft(): void
+ moveRight(): void

Car

+ run(): void

<<Interface>>
Runnable