Töltésjáték

Zih Botond
H4O0I6
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Hierarchical Index

Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Class List

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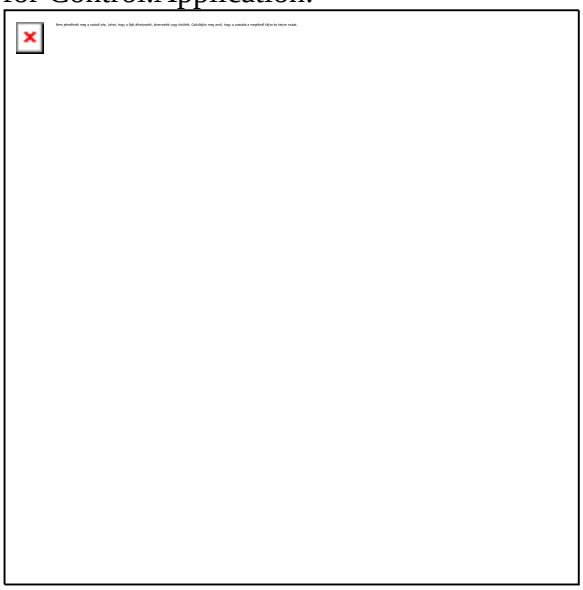
Class Documentation

Control.Application Class Reference

Inheritance diagram for Control.Application:



Public Member Functions

- void **update** (JPanel newPanel)

Static Public Member Functions

- static void **main** (String[] args)

Static Public Attributes

- static final int **SLOWING** = 3
- static final int **FORCE** = 5000

Detailed Description

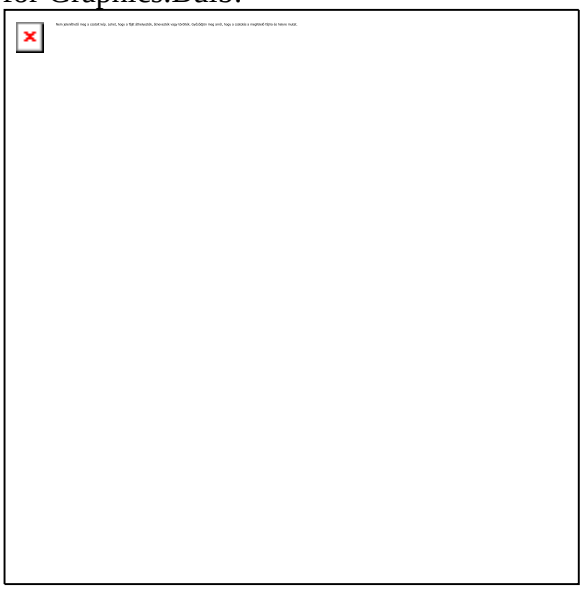
a futó alkalmazás

The documentation for this class was generated from the following file:

- src/Control/Application.java

Graphics.Bulb Class Reference

Inheritance diagram for Graphics.Bulb:



Public Member Functions

- **Bulb** (**Point position**)
- **Point getPosition** ()
- boolean **isDragged** (**Point** inPosition)
- void **draggedTo** (**Point position**)

Additional Inherited Members

Detailed Description

Lehelyezett töltés

Constructor & Destructor Documentation

Graphics.Bulb.Bulb (Point *position*)

Konstruktor

Parameters:

position	

Member Function Documentation

void Graphics.Bulb.draggedTo (Point *position*)

vonszoló függvény implementálása

Parameters:

position	

Implements **Model.Draggable** (*p.11*).

boolean Graphics.Bulb.isDragged (Point *inPosition*)

Õt fogták-e meg

Parameters:

inPosition	

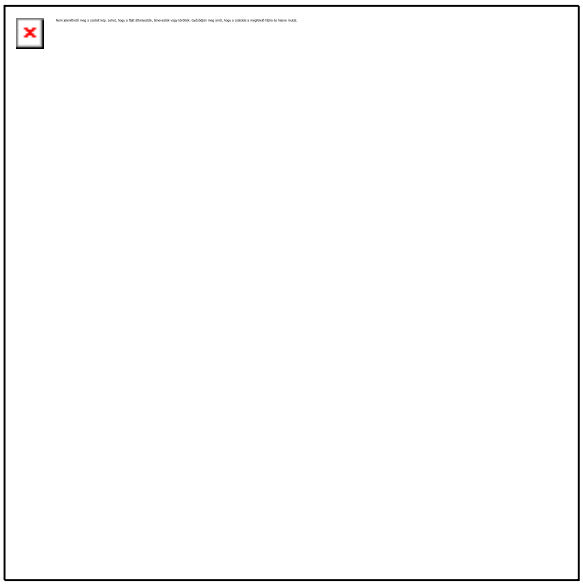
Implements **Model.Draggable** (*p.11*).

The documentation for this class was generated from the following file:

- src/Graphics/Bulb.java

Model.Collidable Interface Reference

Inheritance diagram for Model.Collidable:



Public Member Functions

- void **collideWith** (**Graphics.Particle** p) throws HitWallException, EndGameException

---

Detailed Description

Interfész ütköztethetõ objektumok heterogén kollekciójához

Member Function Documentation

void Model.Collidable.collideWith (Graphics.Particle *p*) throws HitWallException, EndGameException

!ÜTKÖZÉSELLENÕRZÕ! és ütközést szimuláló függvény

Parameters:

p	

Exceptions:

EndGameException	

The documentation for this interface was generated from the following file:

- src/Model/Collidable.java

Control.Collider Class Reference

Static Public Member Functions

- static void **collide** (List< **Collidable** > collidables, **Particle** p) throws HitWallException, EndGameException

---

Detailed Description

ütközésellenõrzõ osztály

Member Function Documentation

static void Control.Collider.collide (List< Collidable > *collidables*, Particle *p*) throws HitWallException, EndGameException `[static]`

megpróbálja ütköztetni a részecskét amikkel ütközhet

Parameters:

collidables	
p	

Exceptions:

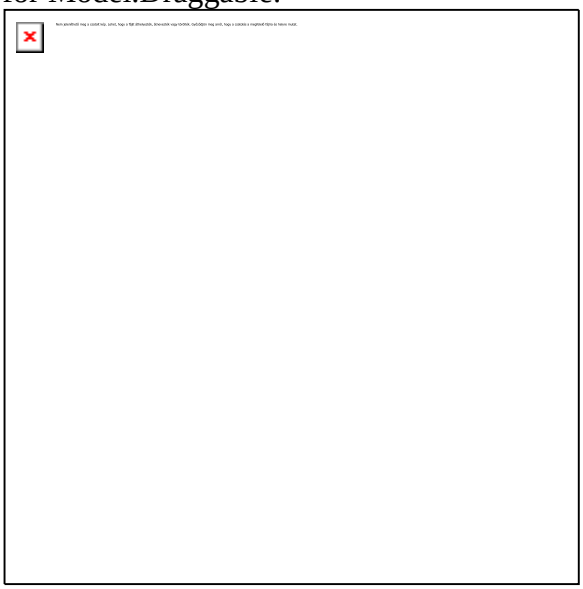
EndGameException	

The documentation for this class was generated from the following file:

- src/Control/Collider.java

Model.Draggable Interface Reference

Inheritance diagram for Model.Draggable:



Public Member Functions

- boolean **isDragged** (**Point** inPosition)
- void **draggedTo** (**Point** position)

Detailed Description

Interfész vonszolható objektumokhoz

Member Function Documentation

void Model.Draggable.draggedTo (Point *position*)

ide mozgatták

Parameters:

position	

Implemented in **Graphics.Bulb** (*p.7*).

boolean Model.Draggable.isDragged (Point *inPosition*)

Õt fogták-e meg

Parameters:

inPosition	

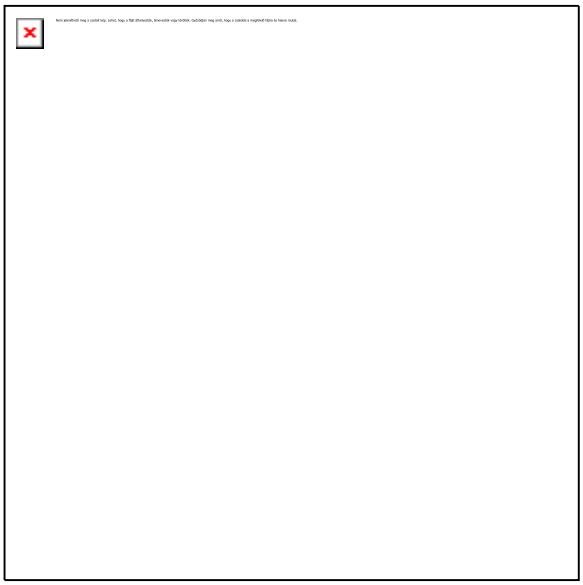
Implemented in **Graphics.Bulb** (*p.8*).

The documentation for this interface was generated from the following file:

- src/Model/Draggable.java

Model.Drawable Interface Reference

Inheritance diagram for Model.Drawable:



Public Member Functions

- void **draw** (Graphics g)

Detailed Description

Interfész kirajzolható objektumok heterogén kollekciójához

Member Function Documentation

void Model.Drawable.draw (Graphics *g*)

Kirajzoló függvény hívás

Parameters:

g	Ahova rajzol

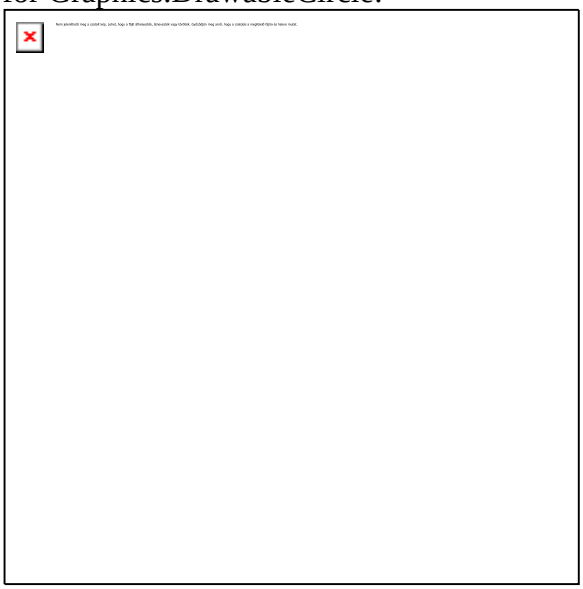
Implemented in **Graphics.DrawableLine** (*p.15*), **Graphics.DrawableCircle** (*p.13*), and **Graphics.StartPoint** (*p.34*).

The documentation for this interface was generated from the following file:

- src/Model/Drawable.java

Graphics.DrawableCircle Class Reference

Inheritance diagram for Graphics.DrawableCircle:



Public Member Functions

- **DrawableCircle** (**Model.Point position**, int r, Color c)
- void **draw** (Graphics context)

Protected Attributes

- **Model.Point position**

Detailed Description

Alaposztály körként megjelenõ objektumoknak

Constructor & Destructor Documentation

Graphics.DrawableCircle.DrawableCircle (Model.Point *position*, int *r*, Color *c*)

Konstruktor

Parameters:

position	

Member Function Documentation

void Graphics.DrawableCircle.draw (Graphics *context*)

Kirajzoló függvény hívás

Parameters:

context	Ahova rajzol

Implements **Model.Drawable** (*p.12*).

Member Data Documentation

Model.Point Graphics.DrawableCircle.position `[protected]`

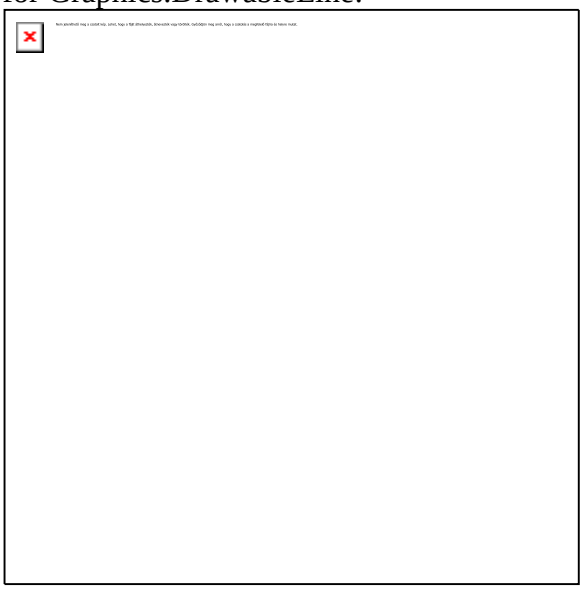
pozíció

The documentation for this class was generated from the following file:

- src/Graphics/DrawableCircle.java

Graphics.DrawableLine Class Reference

Inheritance diagram for Graphics.DrawableLine:



Public Member Functions

- **DrawableLine** (**Model.Point start**, **Model.Point end**, int width, Color color)
- void **draw** (Graphics context)

Protected Attributes

- **Model.Point start**
- **Model.Point end**

Detailed Description

Alaposztály vonalként megjelenõ objektumoknak

Constructor & Destructor Documentation

Graphics.DrawableLine.DrawableLine (Model.Point *start*, Model.Point *end*, int *width*, Color *color*)

Konstruktor, beállítja a privát adattagokat

Parameters:

start	
end	
width	
color	

Member Function Documentation

void Graphics.DrawableLine.draw (Graphics *context*)

Vonal rajzolása

Parameters:

context	Ahova rajzol

Implements **Model.Drawable** (*p.12*).

Member Data Documentation

Model.Point Graphics.DrawableLine.end `[protected]`

Végpont

Model.Point Graphics.DrawableLine.start `[protected]`

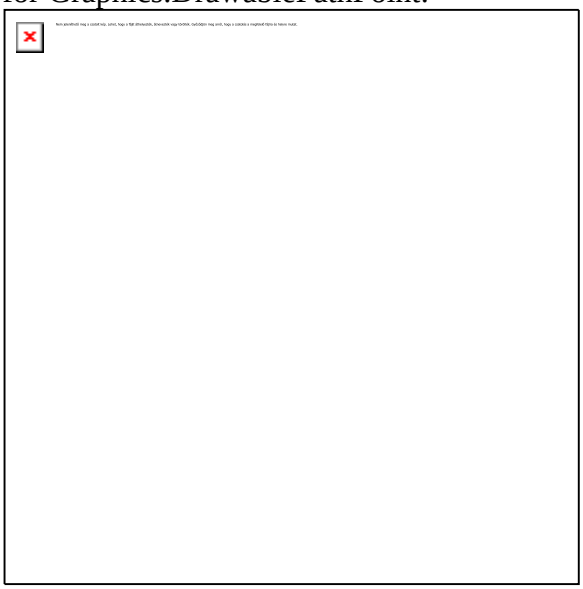
kezdõpont

The documentation for this class was generated from the following file:

- src/Graphics/DrawableLine.java

Graphics.DrawablePathPoint Class Reference

Inheritance diagram for Graphics.DrawablePathPoint:



Public Member Functions

- **DrawablePathPoint** (**Model.Point position**)

Additional Inherited Members

Detailed Description

Útvonalpont

Constructor & Destructor Documentation

Graphics.DrawablePathPoint.DrawablePathPoint (Model.Point *position*)

Konstruktor

Parameters:

position	

The documentation for this class was generated from the following file:

- src/Graphics/DrawablePathPoint.java

Control.Drawer Class Reference

Public Member Functions

- void **draw** (List< **Drawable** > drawables, **Particle** p, Graphics g)

Detailed Description

Kirajzoló osztály

Member Function Documentation

void Control.Drawer.draw (List< Drawable > *drawables*, Particle *p*, Graphics *g*)

új rajz kérése

Parameters:

drawables	ezen elemek kirajzolása
p	a részecske aktuális helye

return a kész rajz

Parameters:

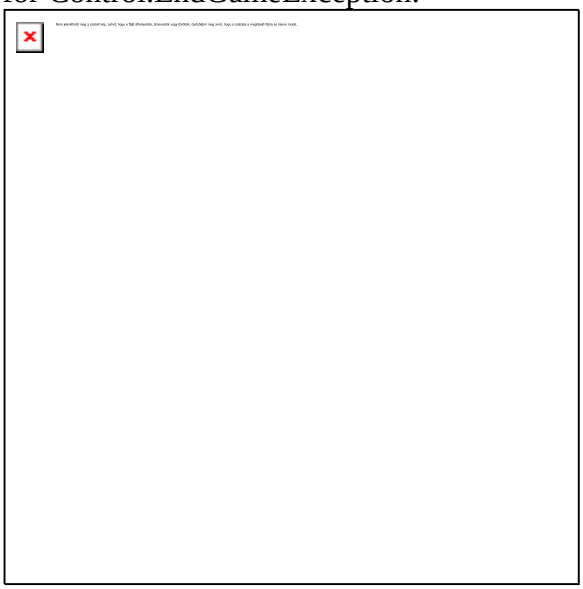
g	

The documentation for this class was generated from the following file:

- src/Control/Drawer.java

Control.EndGameException Class Reference

Inheritance diagram for Control.EndGameException:

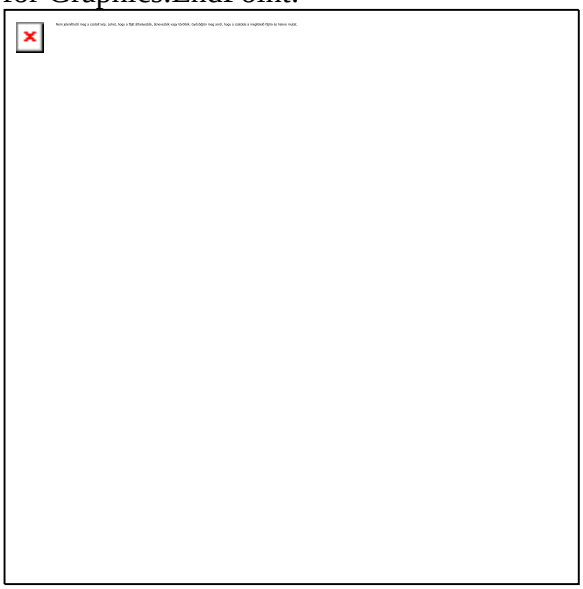


The documentation for this class was generated from the following file:

- src/Control/EndGameException.java

Graphics.EndPoint Class Reference

Inheritance diagram for Graphics.EndPoint:



Public Member Functions

- **EndPoint** (**Model.Point position**)
- void **collideWith** (**Graphics.Particle** p) throws EndGameException

Additional Inherited Members

Detailed Description

Végpont

Member Function Documentation

void Graphics.EndPoint.collideWith (Graphics.Particle *p*) throws EndGameException

!ÜTKÖZÉSELLENÕRZÕ! és ütközést szimuláló függvény

Parameters:

p	

Exceptions:

EndGameException	

The documentation for this class was generated from the following file:

- src/Graphics/EndPoint.java

Control.GameBoard Class Reference

Public Member Functions

- **GameBoard** (ObjectInputStream is)
- void **paint** (Graphics g)
- void **saveAs** (String filename)
- void **dragFrom** (**Model.Point** position)
- void **dragTo** (**Model.Point** position)
- void **dragEnd** (**Model.Point** position)
- void **startSimulation** () throws HitWallException, EndGameException
- void **resetSimulation** ()
- void **addBulb** ()
- List< String > **getScoreBoard** ()
- void **addScoreBoard** (String s)

Detailed Description

A játékot kezelõ osztály

Member Function Documentation

void Control.GameBoard.dragEnd (Model.Point *position*)

vonszolás itt fejezõdött be

Parameters:

position	

void Control.GameBoard.dragFrom (Model.Point *position*)

vonszolás kezdõdik innen

Parameters:

position	

void Control.GameBoard.dragTo (Model.Point *position*)

vonszolás közben itt van

Parameters:

position	

void Control.GameBoard.startSimulation () throws HitWallException, EndGameException

Szimuláció indítása

Exceptions:

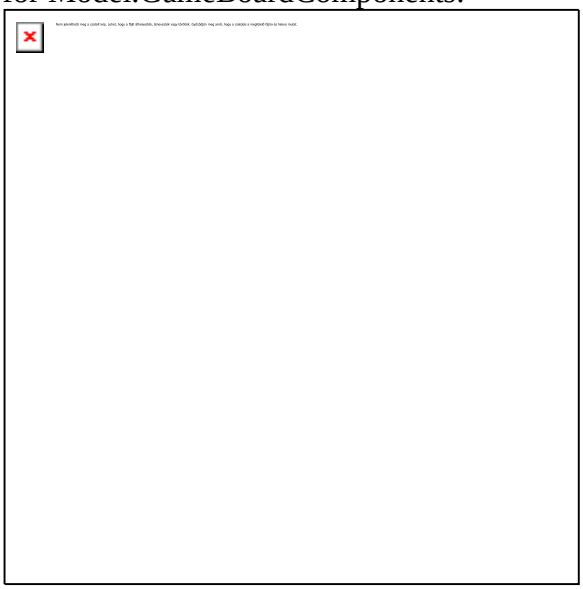
HitWallException	
EndGameException	

The documentation for this class was generated from the following file:

- src/Control/GameBoard.java

Model.GameBoardComponents Class Reference

Inheritance diagram for Model.GameBoardComponents:



Public Member Functions

- List< **Collidable** > **getCollidables** ()
- List< **Draggable** > **getDraggables** ()
- List< **Drawable** > **getDrawables** ()
- List< **Bulb** > **getBulbs** ()
- **StartPoint getStartPoint** ()
- void **addBulb** (**Bulb** b)
- List< String > **getScoreBoard** ()
- void **addScoreBoard** (String s)

Protected Attributes

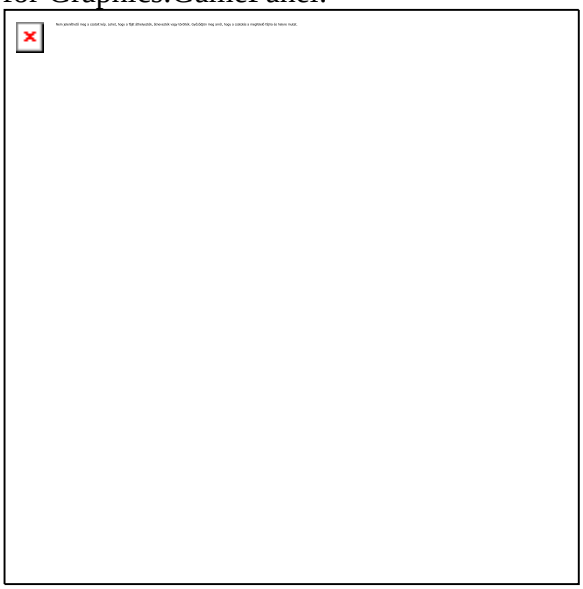
- List< **Collidable** > **collidables**
- List< **Bulb** > **bulbs**
- List< **Drawable** > **drawables**
- **ScoreBoard scoreboard**

The documentation for this class was generated from the following file:

- src/Model/GameBoardComponents.java

Graphics.GamePanel Class Reference

Inheritance diagram for Graphics.GamePanel:



Classes

- class **DragListener**
- class **SimulationThread**

Protected Member Functions

- void **paintComponent** (Graphics graphics)

Detailed Description

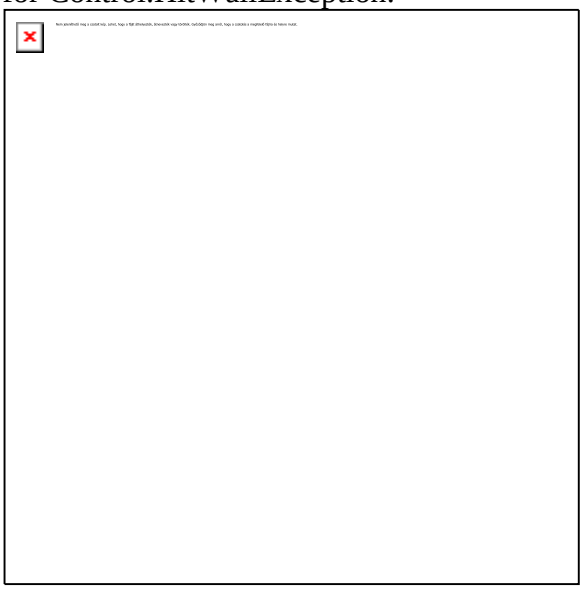
Futó játék ablaka

The documentation for this class was generated from the following file:

- src/Graphics/GamePanel.java

Control.HitWallException Class Reference

Inheritance diagram for Control.HitWallException:

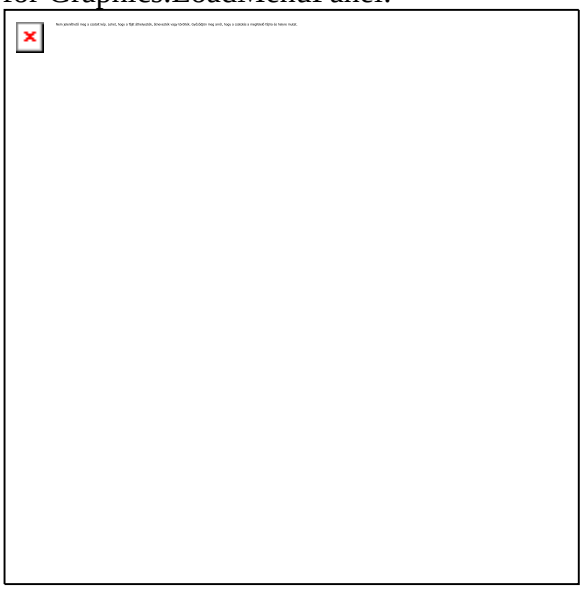


The documentation for this class was generated from the following file:

- src/Control/HitWallException.java

Graphics.LoadMenuPanel Class Reference

Inheritance diagram for Graphics.LoadMenuPanel:



Public Member Functions

- **LoadMenuPanel** (**Application** parent)

Detailed Description

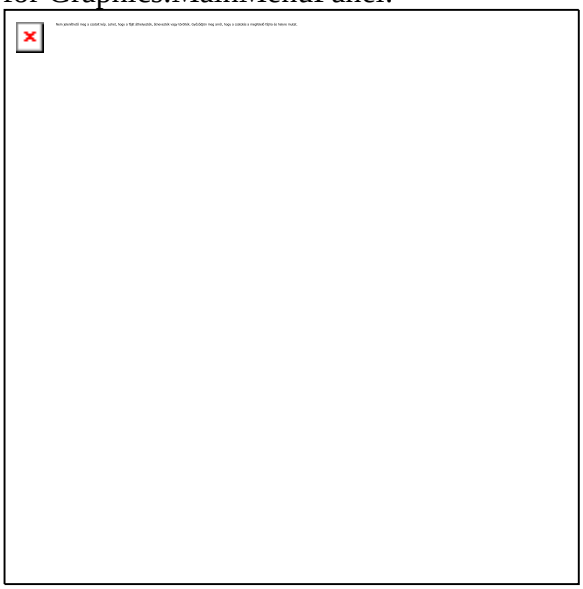
Betöltés menü

The documentation for this class was generated from the following file:

- src/Graphics/LoadMenuPanel.java

Graphics.MainMenuPanel Class Reference

Inheritance diagram for Graphics.MainMenuPanel:



Public Member Functions

- **MainMenuPanel** (**Application** parent)

Detailed Description

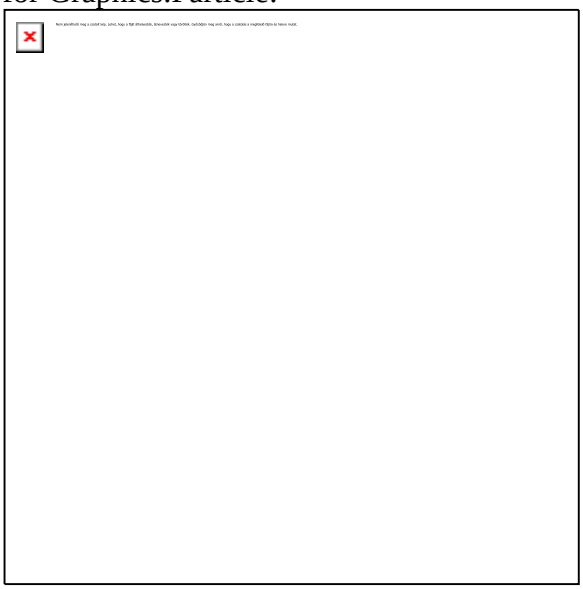
Fõmenü

The documentation for this class was generated from the following file:

- src/Graphics/MainMenuPanel.java

Graphics.Particle Class Reference

Inheritance diagram for Graphics.Particle:



Public Member Functions

- **Particle** (**StartPoint** sp)
- **Model.Point getPosition** ()
- **Model.Point getV** ()
- void **setV** (**Model.Point** v)
- void **goTo** (**Model.Point position**)

Additional Inherited Members

Detailed Description

mozgó részecske

Constructor & Destructor Documentation

Graphics.Particle.Particle (StartPoint *sp*)

konstruktor

Parameters:

sp	innen indul

Member Function Documentation

void Graphics.Particle.goTo (Model.Point *position*)

A részecske mozog

Parameters:

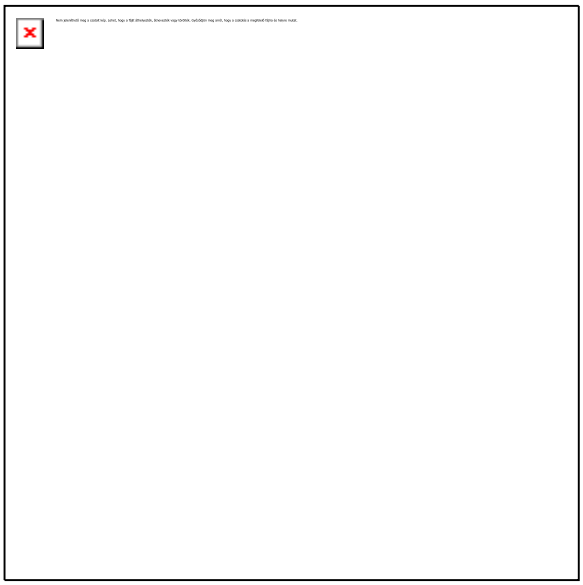
position	

The documentation for this class was generated from the following file:

- src/Graphics/Particle.java

Model.Point Class Reference

Inheritance diagram for Model.Point:



Public Member Functions

- **Point** (int x, int y)
- int **getX** ()
- int **getY** ()
- double **distanceFrom** (**Point** p)

Detailed Description

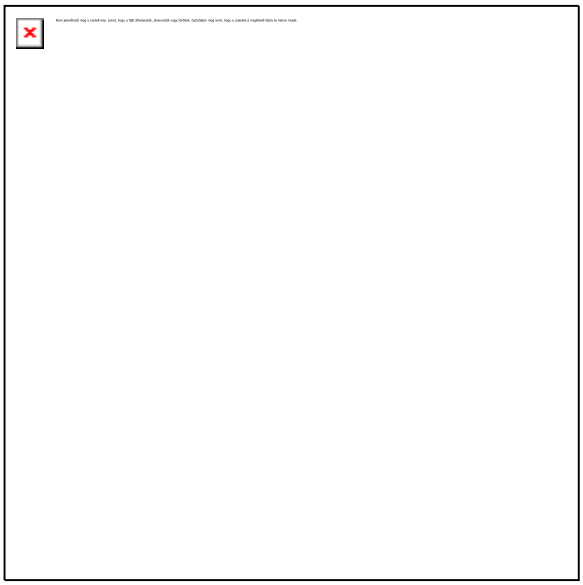
Pont tároló

The documentation for this class was generated from the following file:

- src/Model/Point.java

Model.RandomGameGenerator Class Reference

Inheritance diagram for Model.RandomGameGenerator:



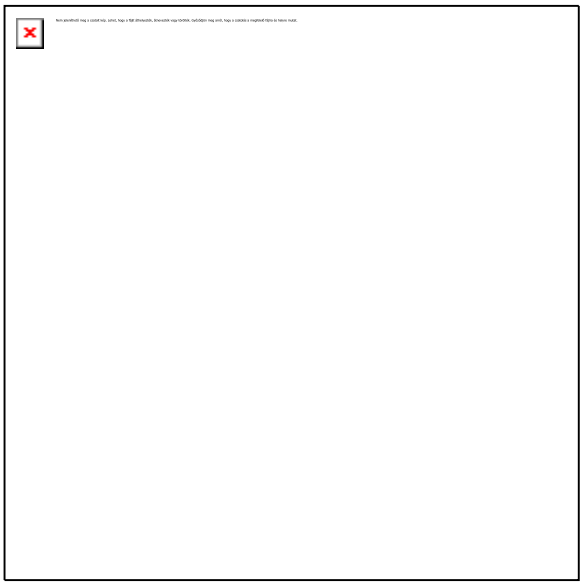
Additional Inherited Members

The documentation for this class was generated from the following file:

- src/Model/RandomGameGenerator.java

Model.ScoreBoard Class Reference

Inheritance diagram for Model.ScoreBoard:



Public Member Functions

- void **add** (String s, int n)
- List< String > **get** ()

The documentation for this class was generated from the following file:

- src/Model/ScoreBoard.java

Control.Simulator Class Reference

Static Public Member Functions

- static void **simulate** (List< **Bulb** > bulbs, **Particle** p) throws HitWallException

---

Detailed Description

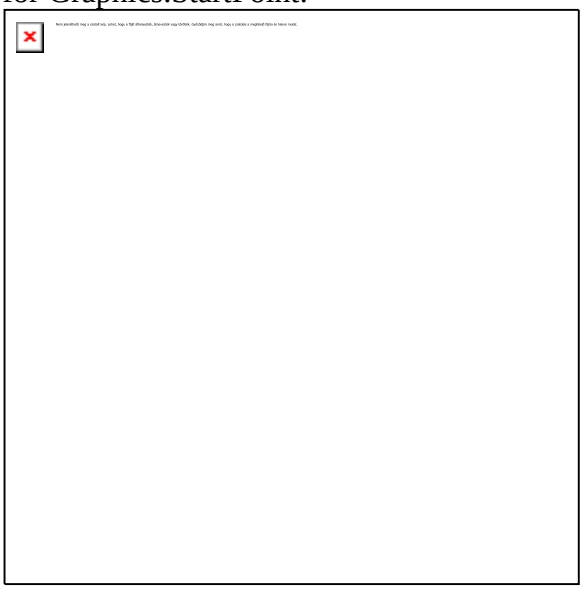
a szimuláció végrehajtója

The documentation for this class was generated from the following file:

- src/Control/Simulator.java

Graphics.StartPoint Class Reference

Inheritance diagram for Graphics.StartPoint:



Public Member Functions

- **StartPoint** (**Model.Point position**, int direction)
- **Model.Point getPosition** ()
- **Model.Point getV** ()
- void **draw** (Graphics context)

Additional Inherited Members

Detailed Description

Kezdõpont

Constructor & Destructor Documentation

Graphics.StartPoint.StartPoint (Model.Point *position*, int *direction*)

Konstruktor

Parameters:

position	hely
direction	kilövés iránya

Member Function Documentation

void Graphics.StartPoint.draw (Graphics *g*)

Kirajzoló függvény hívás

Parameters:

g	Ahova rajzol

Implements **Model.Drawable** (*p.12*).

Model.Point Graphics.StartPoint.getV ()

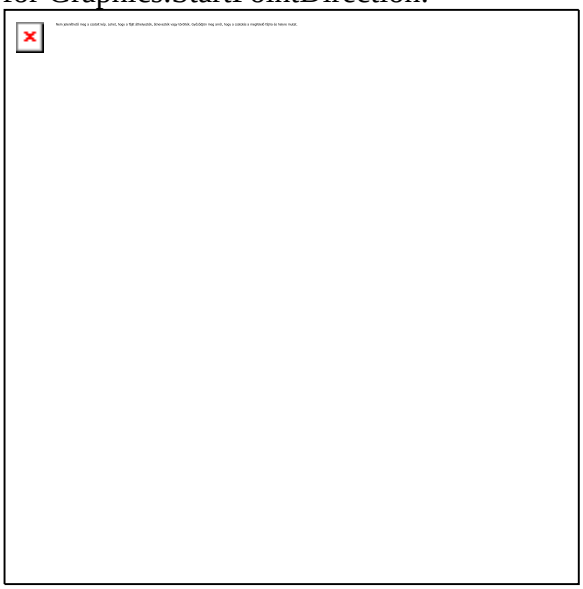
töltés sebességvektora

The documentation for this class was generated from the following file:

- src/Graphics/StartPoint.java

Graphics.StartPointDirection Class Reference

Inheritance diagram for Graphics.StartPointDirection:



Public Member Functions

- **Model.Point getV** ()

Additional Inherited Members

Detailed Description

A kezdõpontban az irányt jelöli

Member Function Documentation

Model.Point Graphics.StartPointDirection.getV ()

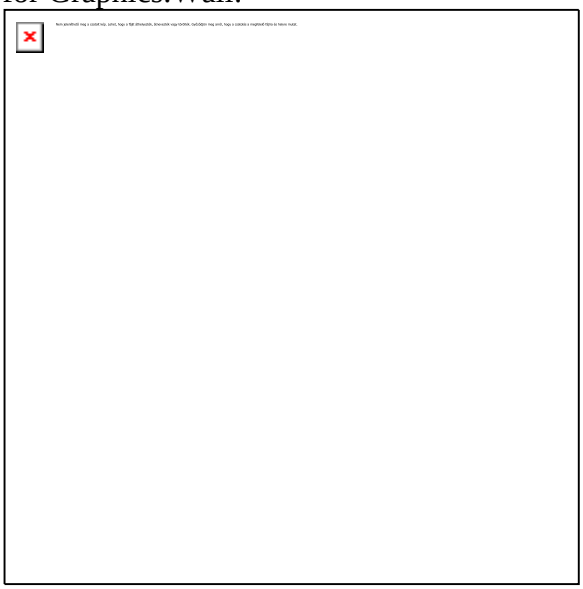
kezdõpont->végpont vektor x koordináta

The documentation for this class was generated from the following file:

- src/Graphics/StartPointDirection.java

Graphics.Wall Class Reference

Inheritance diagram for Graphics.Wall:



Public Member Functions

- **Wall** (**Model.Point start**, **Model.Point end**)
- void **collideWith** (**Graphics.Particle** p) throws HitWallException

Additional Inherited Members

Constructor & Destructor Documentation

Graphics.Wall.Wall (Model.Point *start*, Model.Point *end*)

Konstruktor

Member Function Documentation

void Graphics.Wall.collideWith (Graphics.Particle *p*) throws HitWallException

!ÜTKÖZÉSELLENÕRZÕ! és ütközést szimuláló függvény

Parameters:

p	

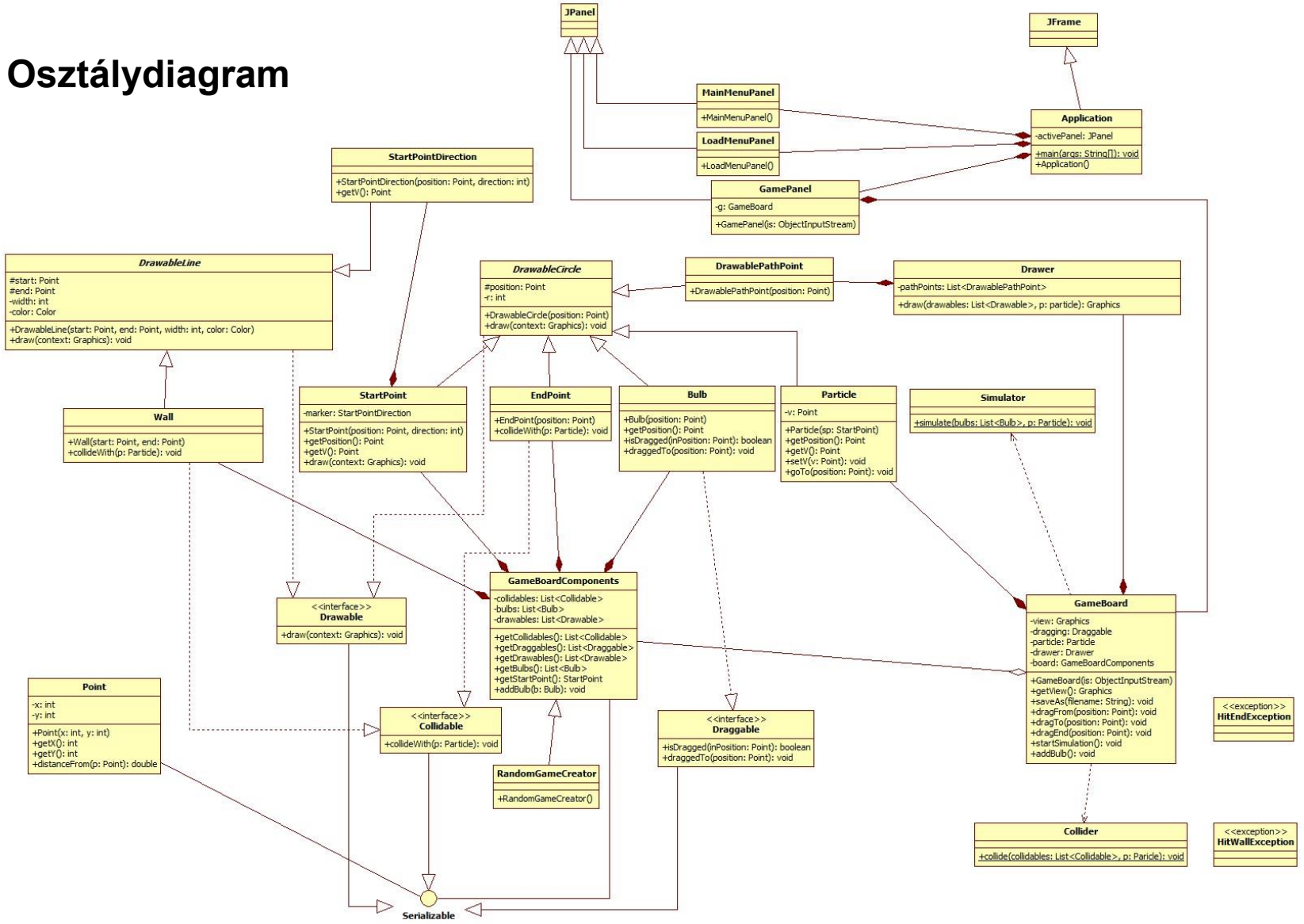
Exceptions:

HitWallException	

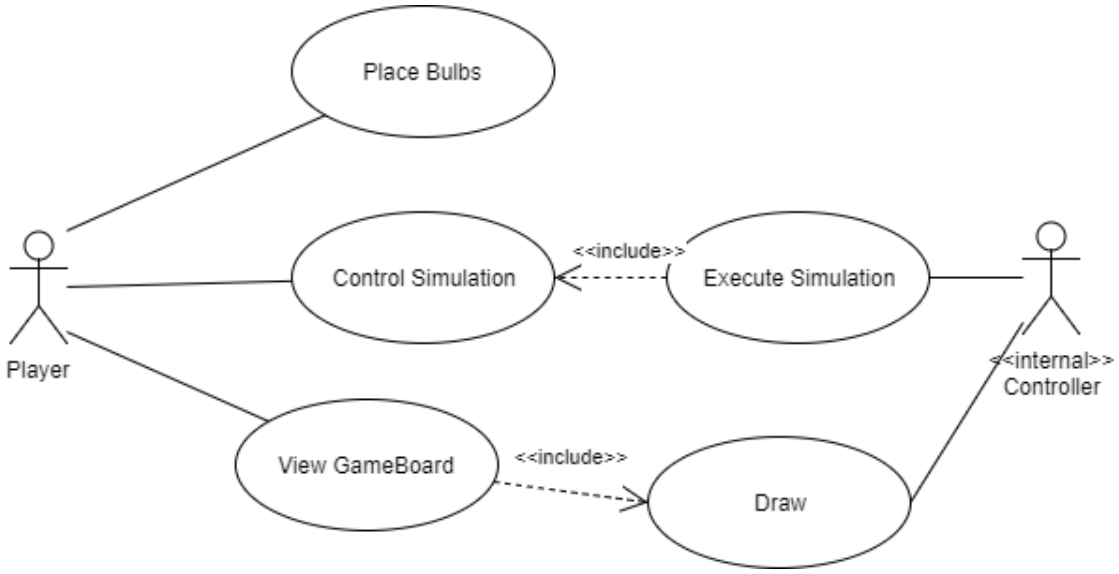
The documentation for this class was generated from the following file:

- src/Graphics/Wall.java

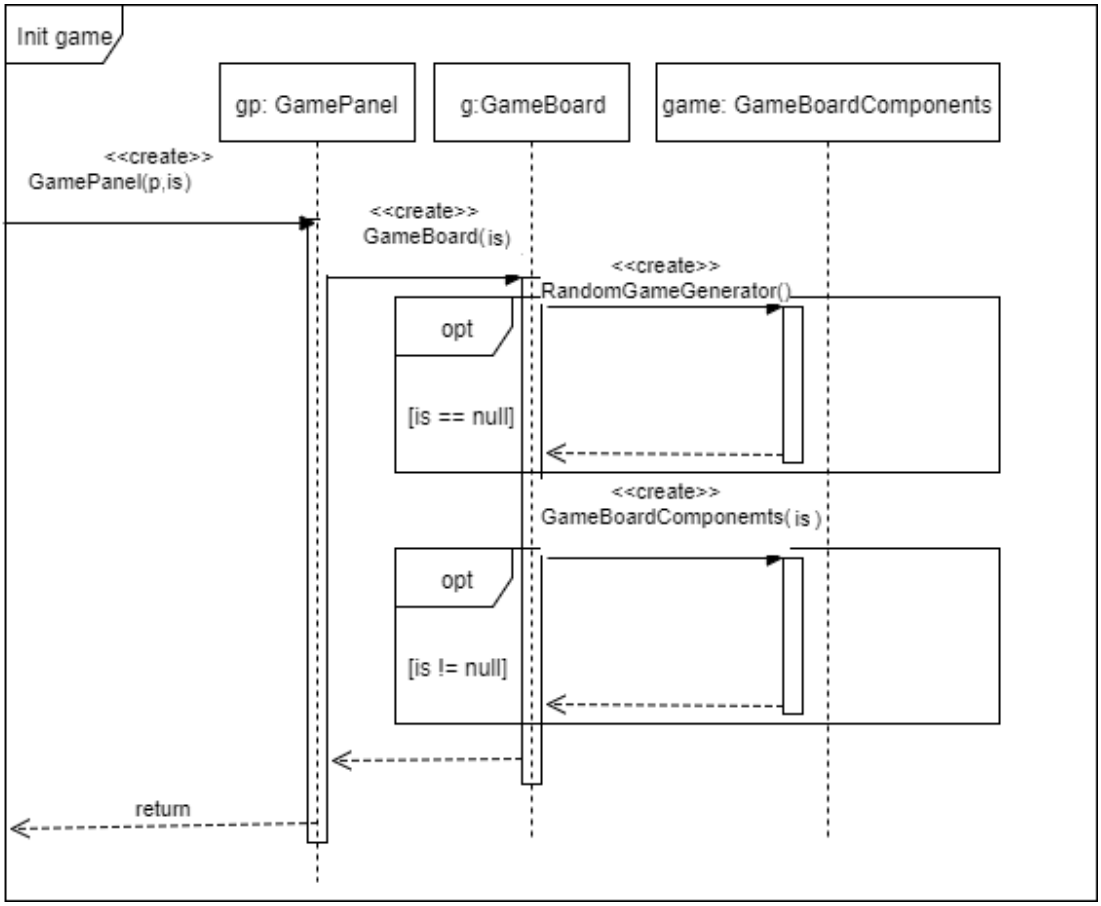
UML Osztálydiagram

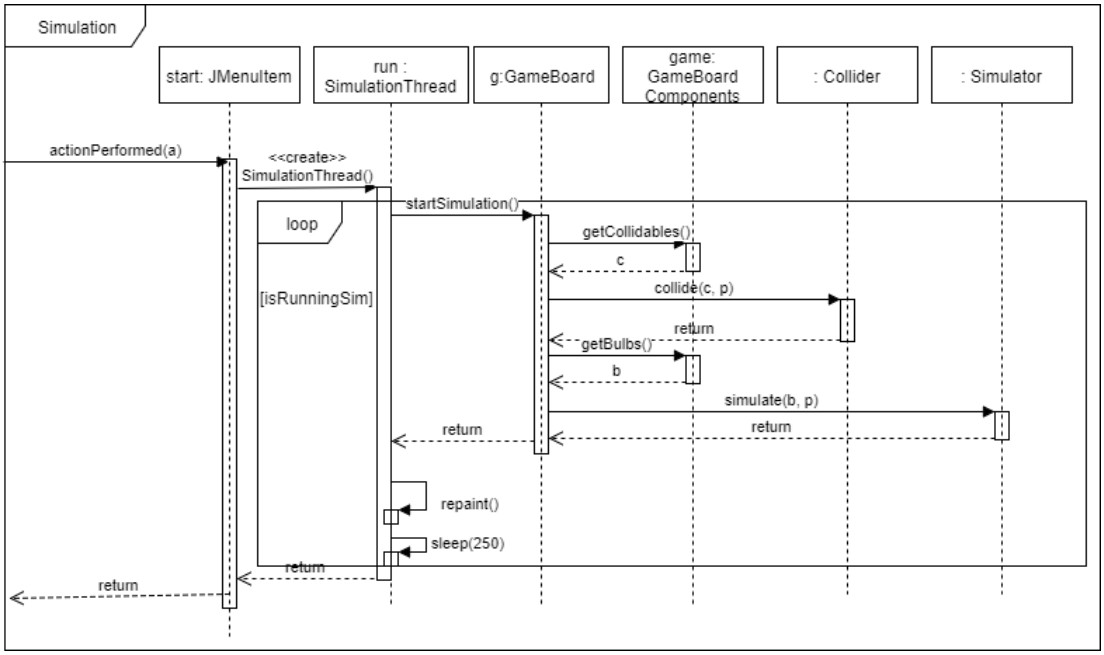


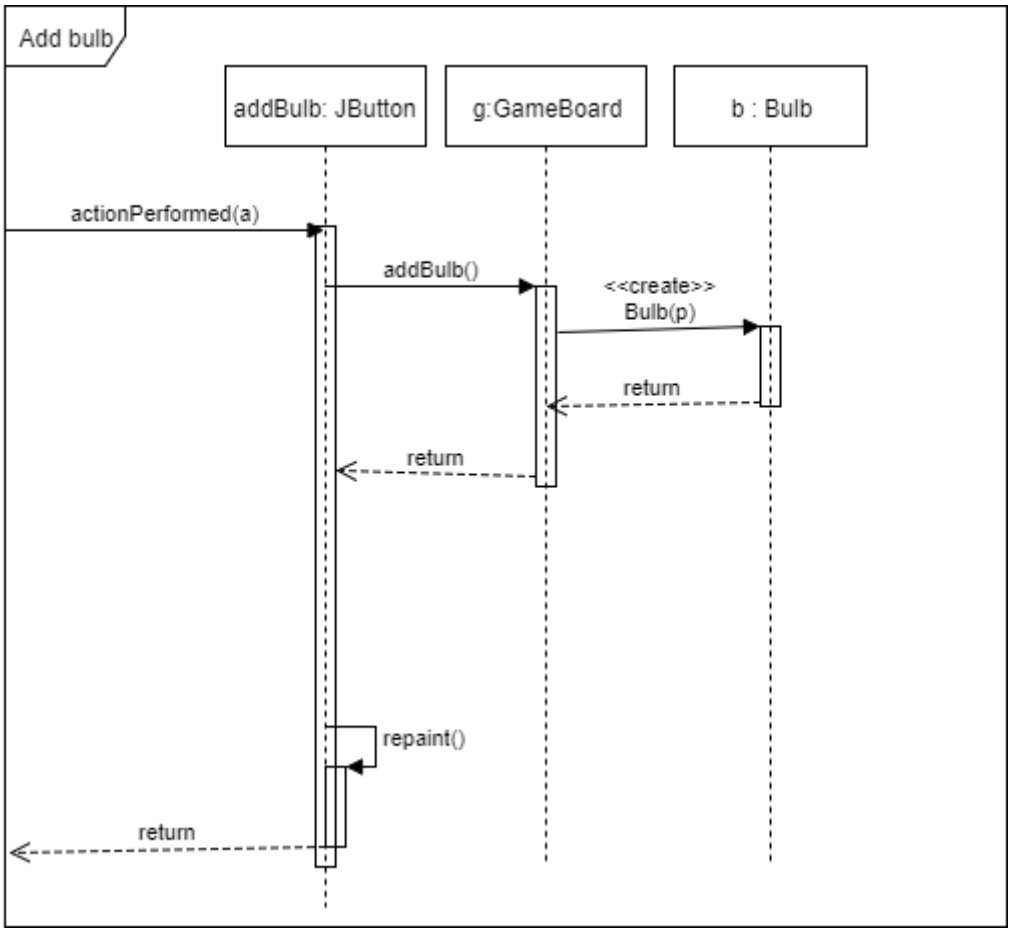
Use-case diagram



Szekvencia diagramok




Simulation
start: JMenuItem
run : SimulationThread
g:GameBoard
game: GameBoard Components
: Collider
: Simulator
actionPerformed(a)
<<create>>
SimulationThread()
startSimulation()
loop
[isRunningSim]
getCollidables()
c
collide(c, p)
return
getBulbs()
b
simulate(b, p)
return
return
repaint()
sleep(250)
return
return


Add bulb
addBulb: JButton
g:GameBoard
b : Bulb
actionPerformed(a)
addBulb()
<<create>>
Bulb(p)
return
return
repaint()
return