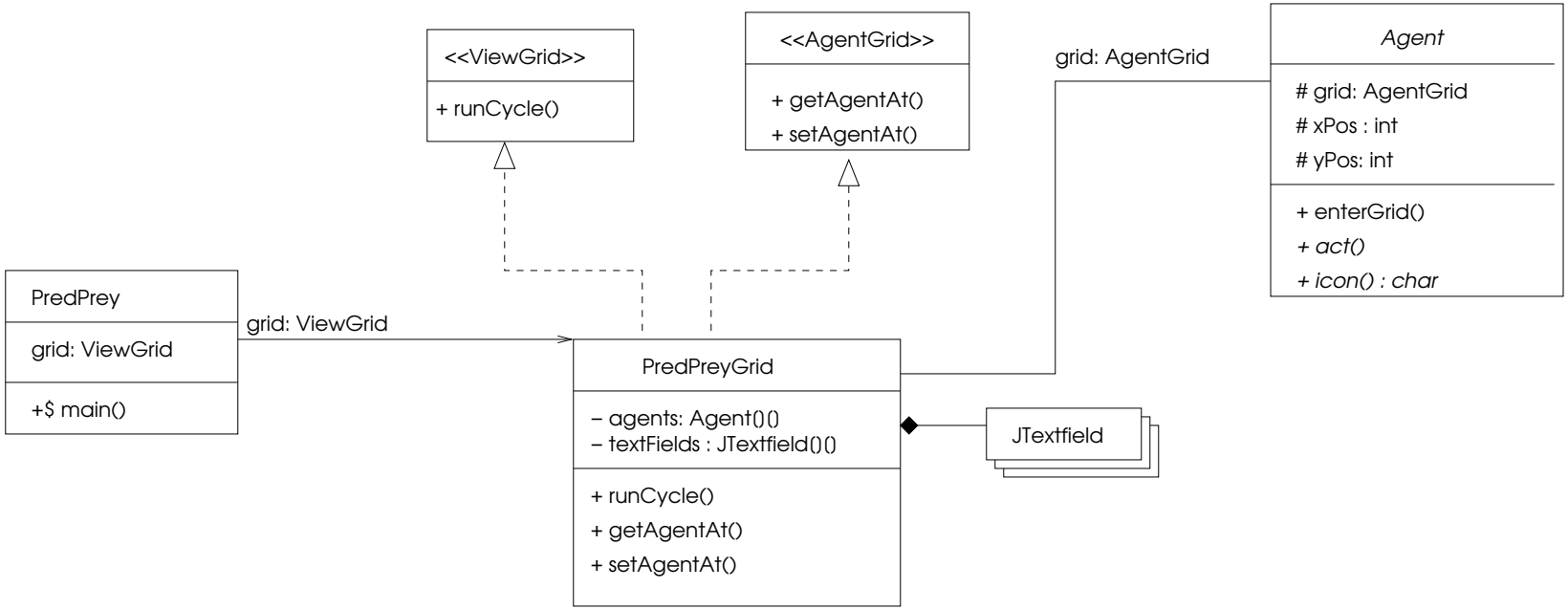
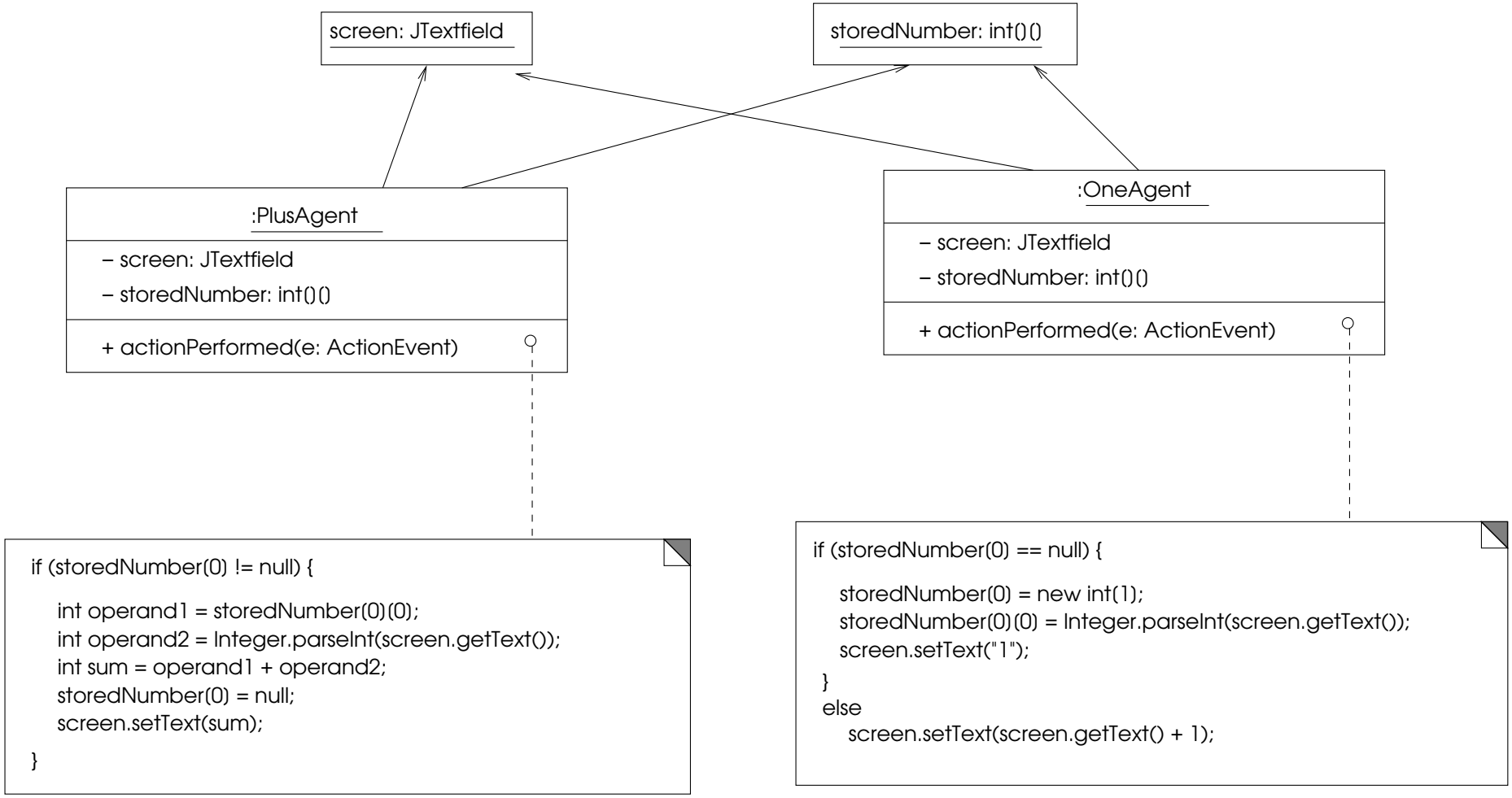
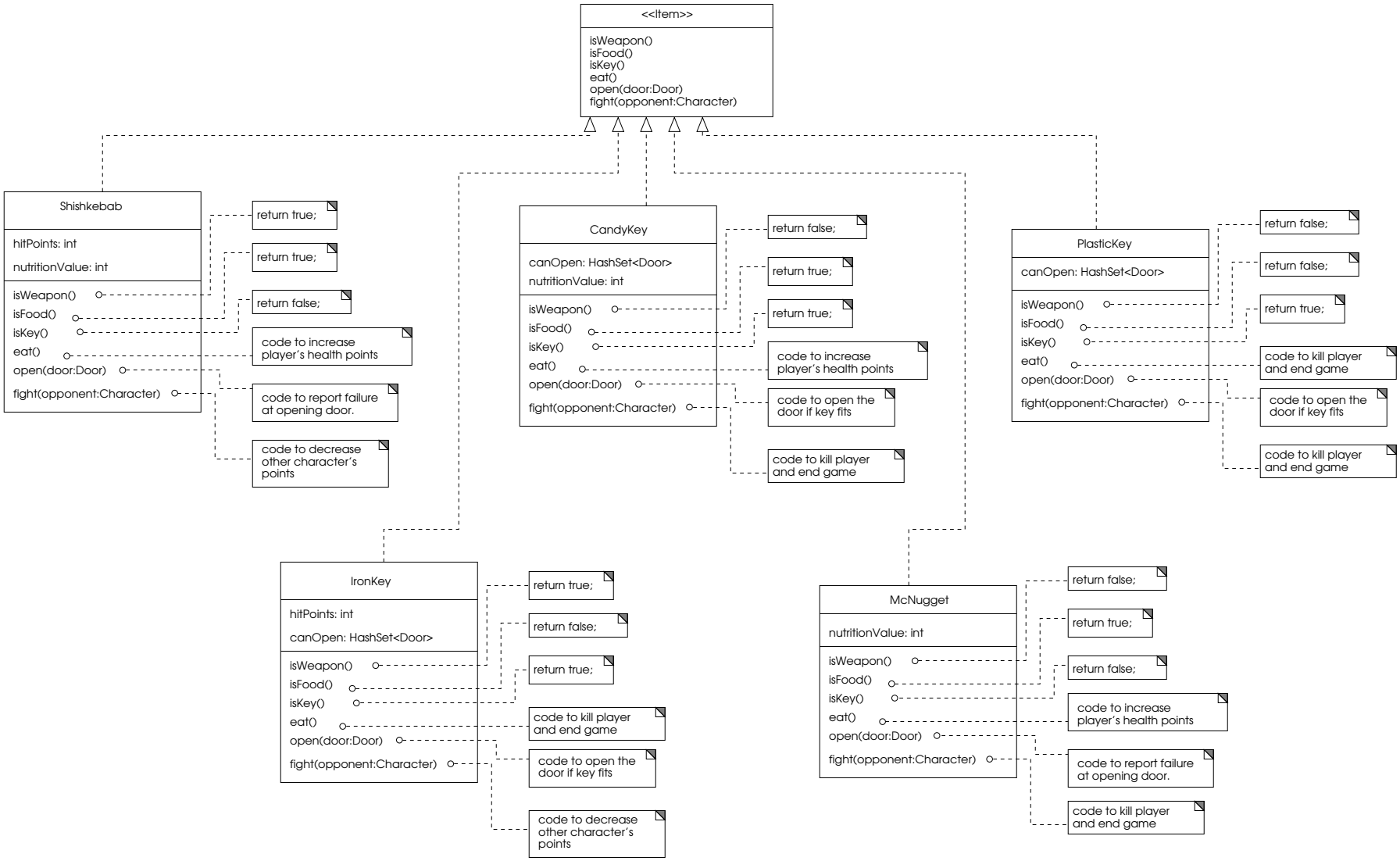

<<ViewGrid>>
+ runCycle()
<<AgentGrid>>
+ getAgentAt()
+ setAgentAt()
grid: AgentGrid
Agent
grid: AgentGrid
xPos : int
yPos: int
+ enterGrid()
+ act()
+ icon() : char
PredPrey
grid: ViewGrid
+$ main()
grid: ViewGrid
PredPreyGrid
– agents: Agent()()
– textFields : JTextfield()()
+ runCycle()
+ getAgentAt()
+ setAgentAt()
JTextfield


screen: JTextfield
storedNumber: int()()
:PlusAgent
– screen: JTextfield
– storedNumber: int()()
+ actionPerformed(e: ActionEvent)
:OneAgent
– screen: JTextfield
– storedNumber: int()()
+ actionPerformed(e: ActionEvent)
if (storedNumber(0) != null) {
int operand1 = storedNumber(0)(0);
int operand2 = Integer.parseInt(screen.getText());
int sum = operand1 + operand2;
storedNumber(0) = null;
screen.setText(sum);
}
if (storedNumber(0) == null) {
storedNumber(0) = new int(1);
storedNumber(0)(0) = Integer.parseInt(screen.getText());
screen.setText("1");
}
else
screen.setText(screen.getText() + 1);


<<Item>>
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
Shishkebab
hitPoints: int
nutritionValue: int
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
return true;
return true;
return false;
code to increase player's health points
code to report failure at opening door.
code to decrease other character's points
CandyKey
canOpen: HashSet<Door>
nutritionValue: int
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
return false;
return true;
return true;
code to increase player's health points
code to open the door if key fits
code to kill player and end game
PlasticKey
canOpen: HashSet<Door>
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
return false;
return false;
return true;
code to kill player and end game
code to open the door if key fits
code to kill player and end game
IronKey
hitPoints: int
canOpen: HashSet<Door>
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
return true;
return false;
return true;
code to kill player and end game
code to open the door if key fits
code to decrease other character's points
McNugget
nutritionValue: int
isWeapon()
isFood()
isKey()
eat()
open(door:Door)
fight(opponent:Character)
return false;
return true;
return false;
code to increase player's health points
code to report failure at opening door.
code to kill player and end game