Master Informatique
Année 2003-2004

Architecture Logicielle

Diagrammes d'objets

Correction

9 décembre 2003

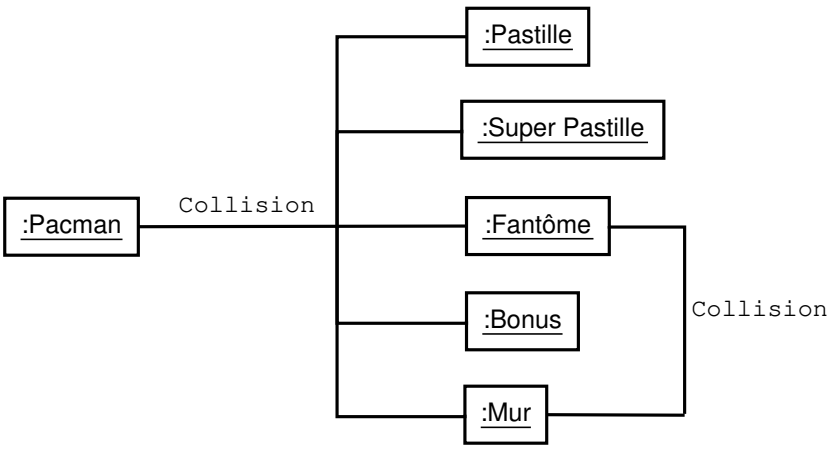


FIG. 1 – Relations pour l'objet Pacman

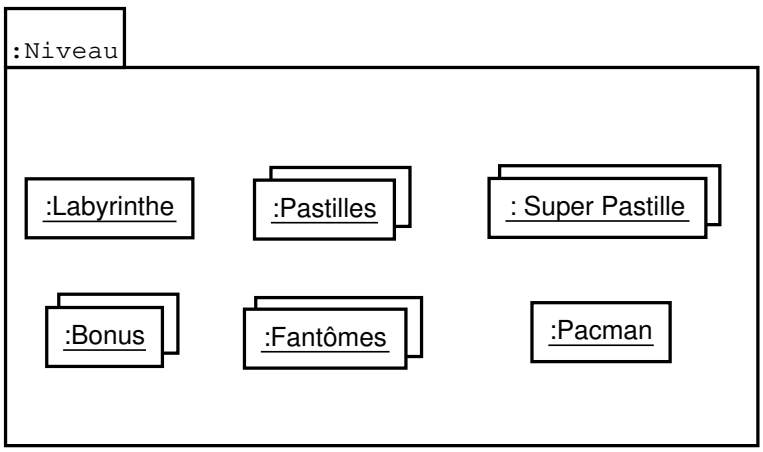


FIG. 2 – Relations pour l'objet Niveau

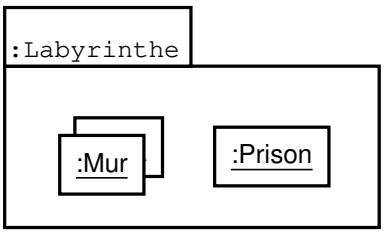


FIG. 3 – Relations pour l'objet Labyrinthe

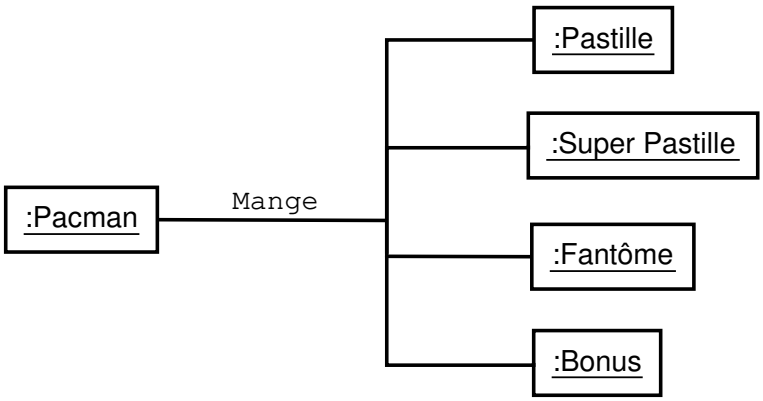


FIG. 4 – Actions de l'objet Pacman

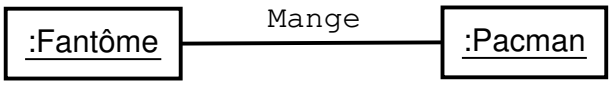
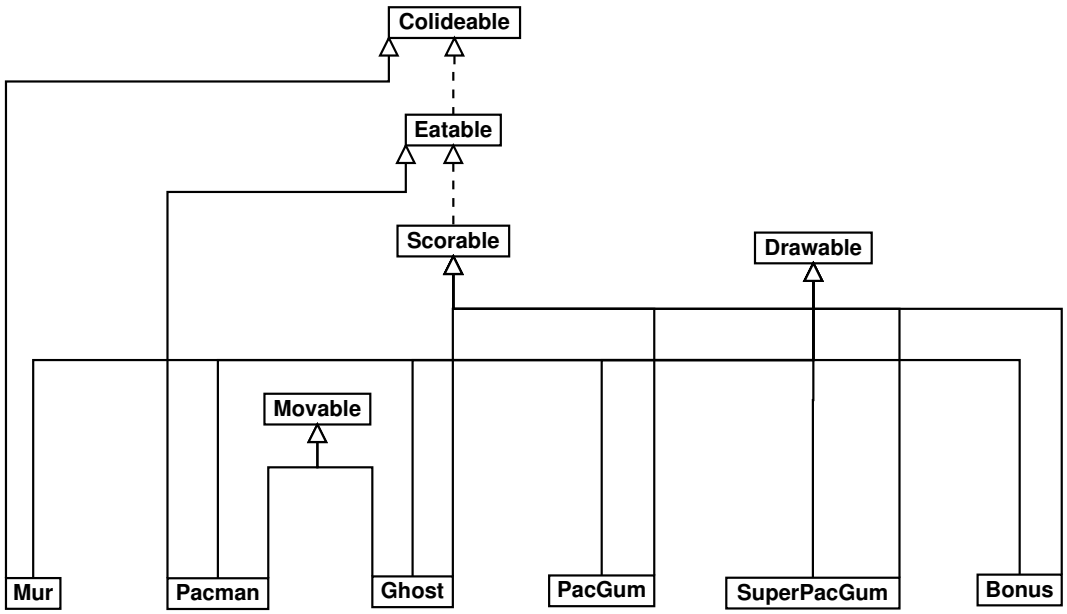
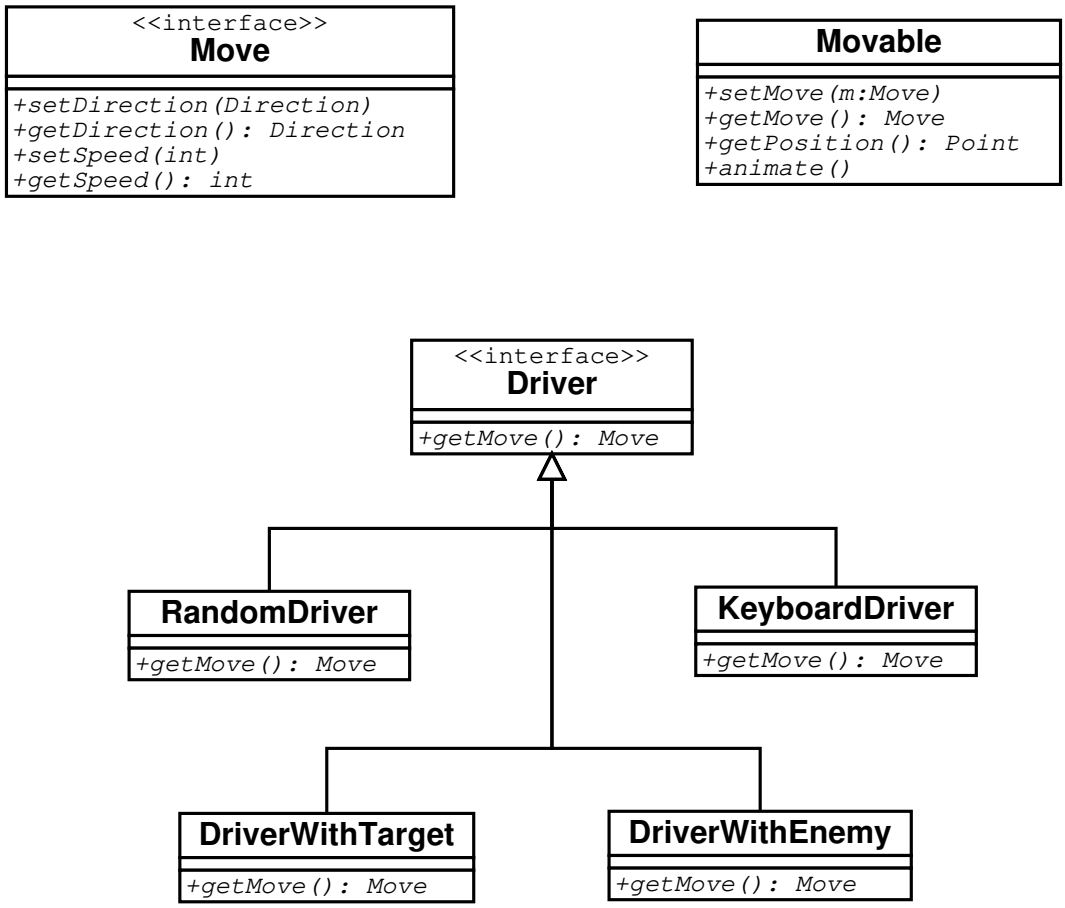


FIG. 5 – Actions de l'objet Fantôme




<<interface>>
Move
+setDirection(Direction)
+getDirection(): Direction
+setSpeed(int)
+getSpeed(): int
Movable
+setMove(m:Move)
+getMove(): Move
+getPosition(): Point
+animate()
<<interface>>
Driver
+getMove(): Move
RandomDriver
+getMove(): Move
KeyboardDriver
+getMove(): Move
DriverWithTarget
+getMove(): Move
DriverWithEnemy
+getMove(): Move