UNIVERSITETET I BERGEN
Det matematisk-naturvitenskapelige fakultet

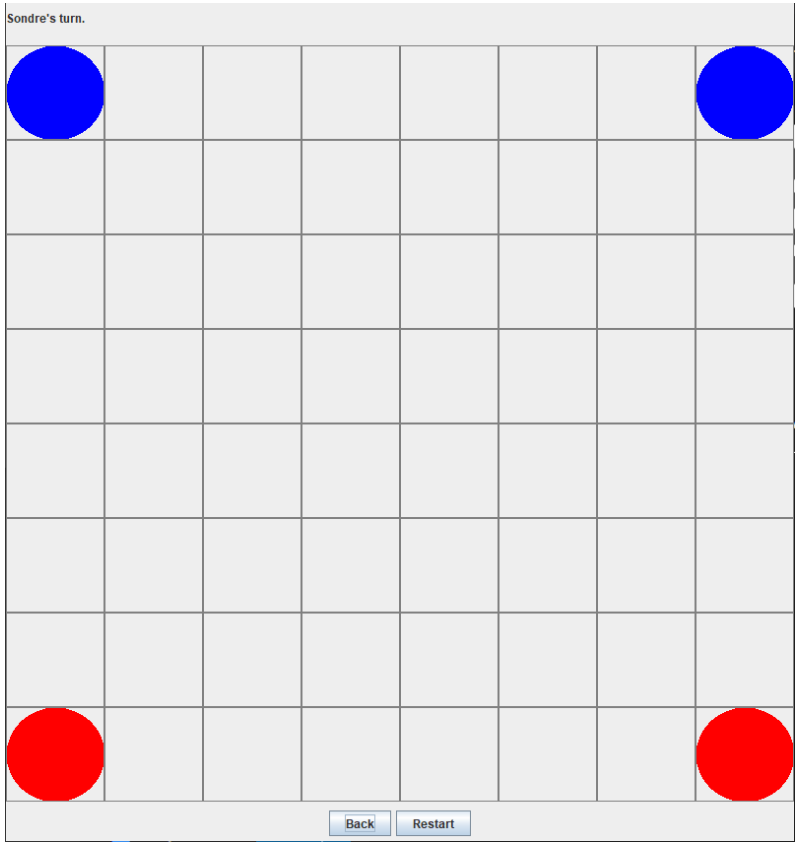
UML

Sondre Sæther Bolland

Sem2 - 2022

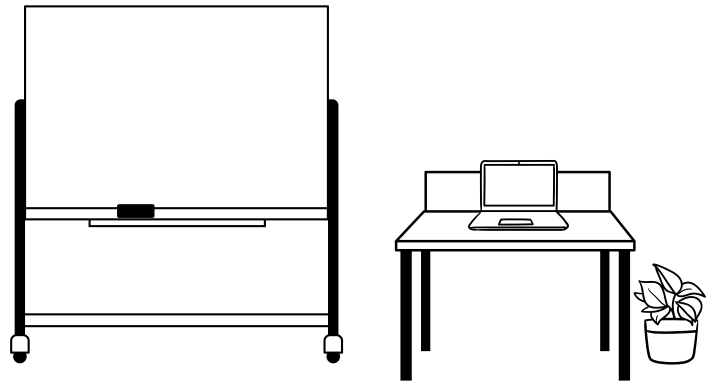
- BlobWars

- 58 filer
- 5 026 linjer



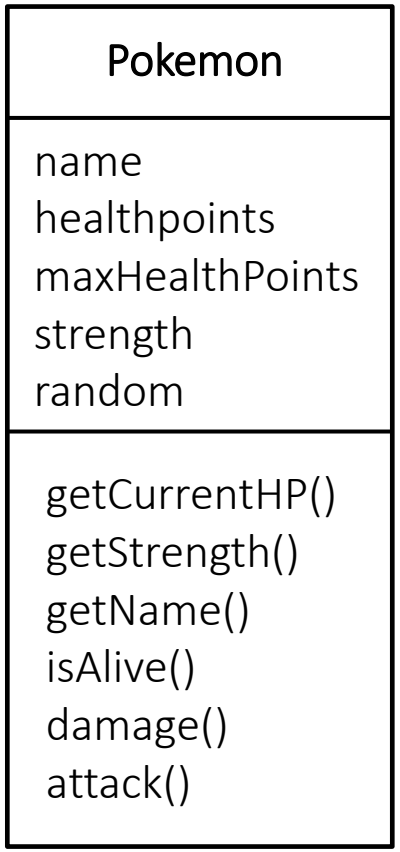
Unified Modelling Language

- UML



Lab2 – Pokémon

Unified Modelling Language



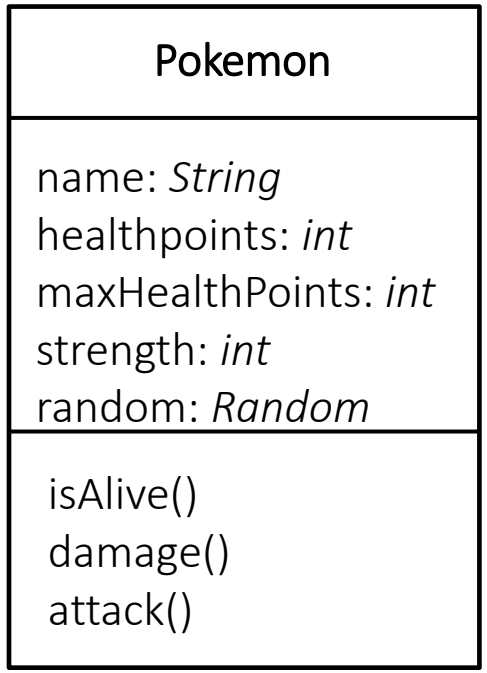
Unified Modelling Language

Pokemon
name healthpoints maxHealthPoints strength random
getCurrentHP() getStrength() getName() isAlive() damage() attack()

Unified Modelling Language

Pokemon
name healthpoints maxHealthPoints strength random
isAlive() damage() attack()

Unified Modelling Language



Unified Modelling Language

Pokemon
name: *String* healthpoints: *int* maxHealthPoints: *int* strength: *int* random: *Random*
isAlive(): *boolean* damage(*int*): *void* attack*(IPokemon): void*

Unified Modelling Language

```
String name;
int healthPoints;
int maxHealthPoints;
int strength;
Random random;
```

Pokemon
name: *String* healthpoints: *int* maxHealthPoints: *int* strength: *int* random: *Random*
isAlive(): *boolean* damage(*int*): *void* attack*(IPokemon): void*

Visibility
- private
+ public
# protected
  package private

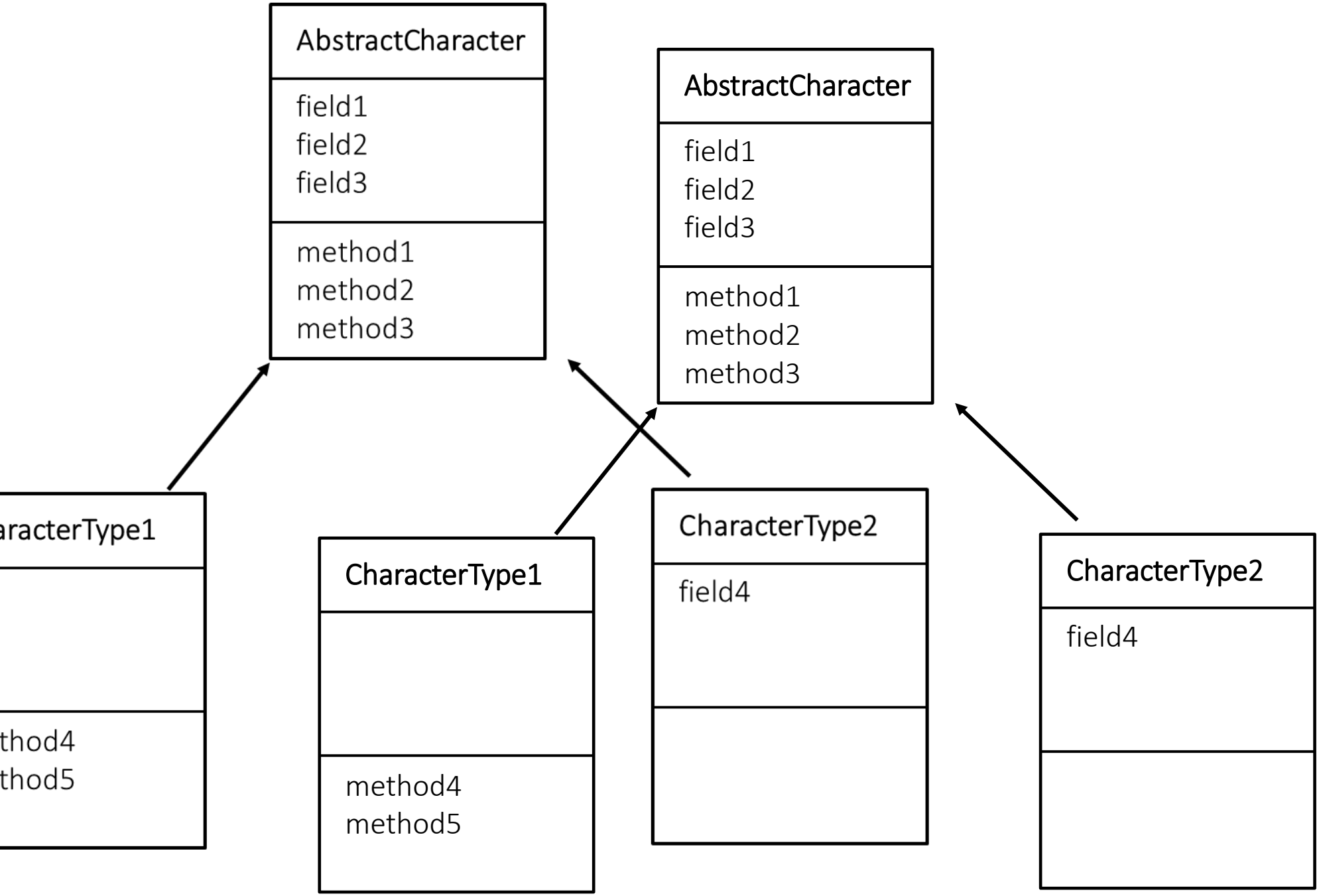
Unified Modelling Language


```
public boolean isAlive()
public void damage
public void attack
```

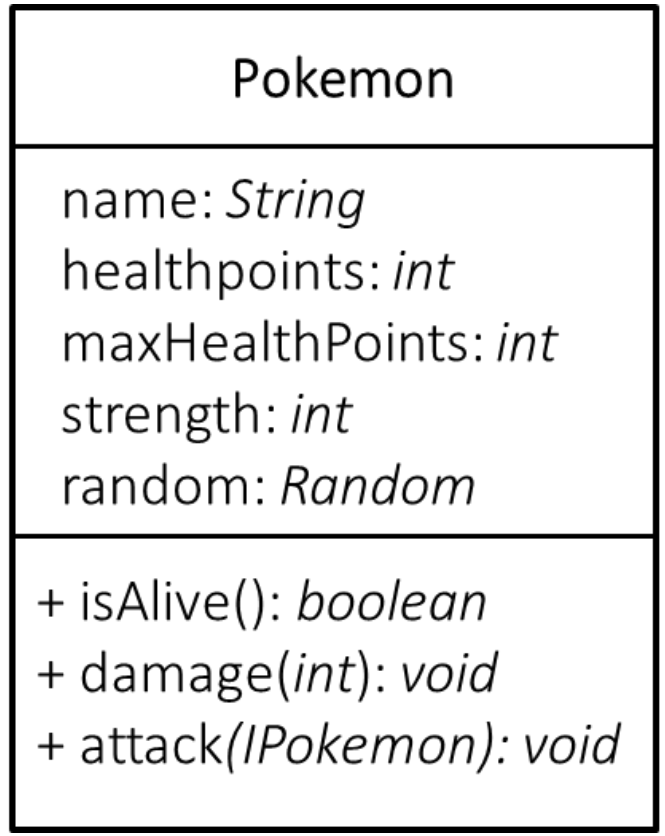
Pokemon
name: *String* healthpoints: *int* maxHealthPoints: *int* strength: *int* random: *Random*
+ isAlive(): *boolean* + damage(*int*): *void* + attack*(IPokemon): void*

Visibility

- private
+ public
# protected
  package private


AbstractCharacter
field1
field2
field3
method1
method2
method3
AbstractCharacter
field1
field2
field3
method1
method2
method3
aracterType1
thod4
thod5
CharacterType1
method4
method5
CharacterType2
field4
CharacterType2
field4

Unified Modelling Language

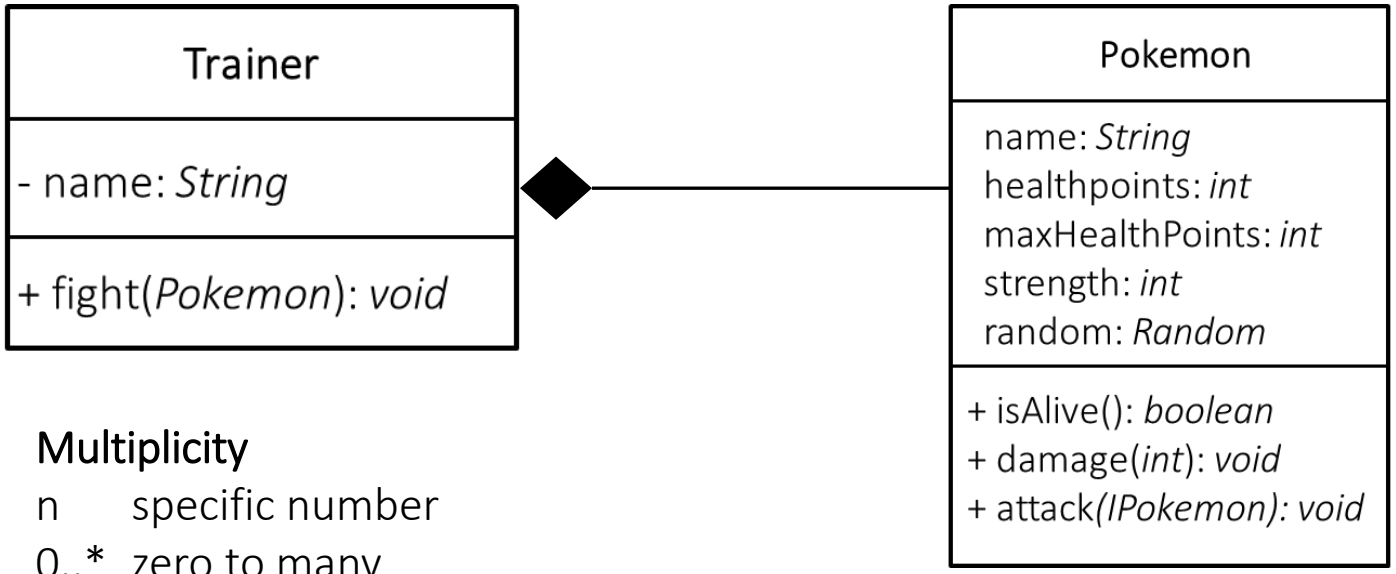


Unified Modelling Language

Trainer
- name: *String* - pokemon: *Pokemon*
+ fight*(Pokemon): void*

Pokemon
name: *String* healthpoints: *int* maxHealthPoints: *int* strength: *int* random: *Random*
+ isAlive(): *boolean* + damage(*int*): *void* + attack*(IPokemon): void*

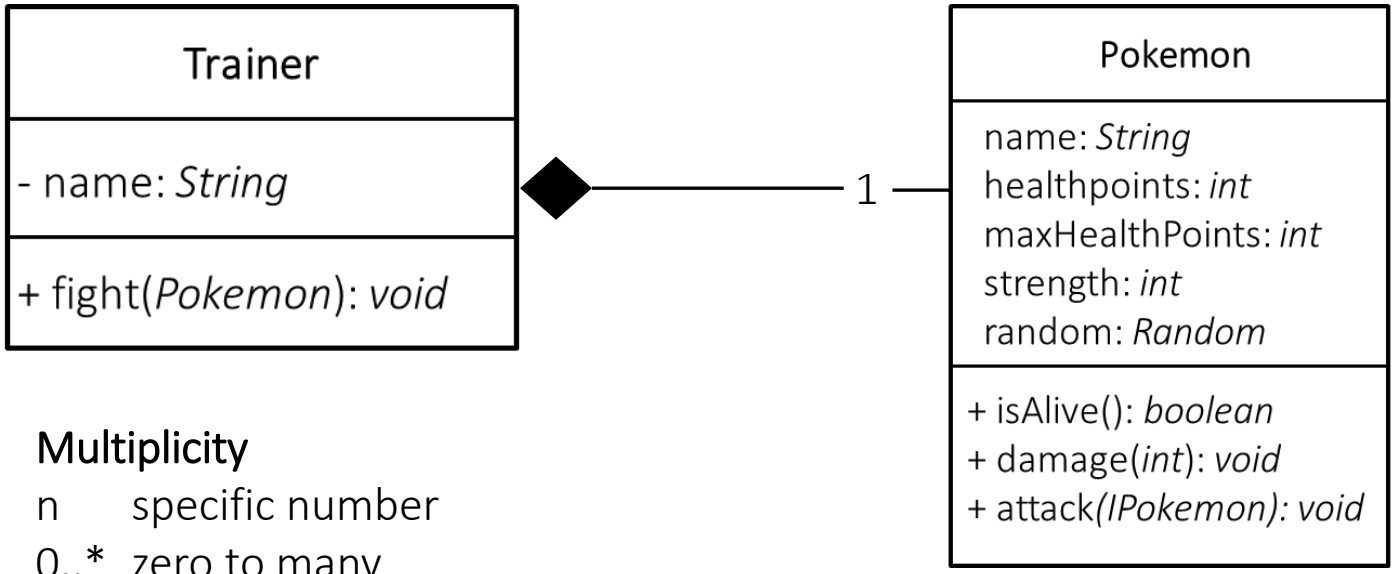
Unified Modelling Language



Multiplicity

n	specific number
0..*	zero to many
1..*	one to many

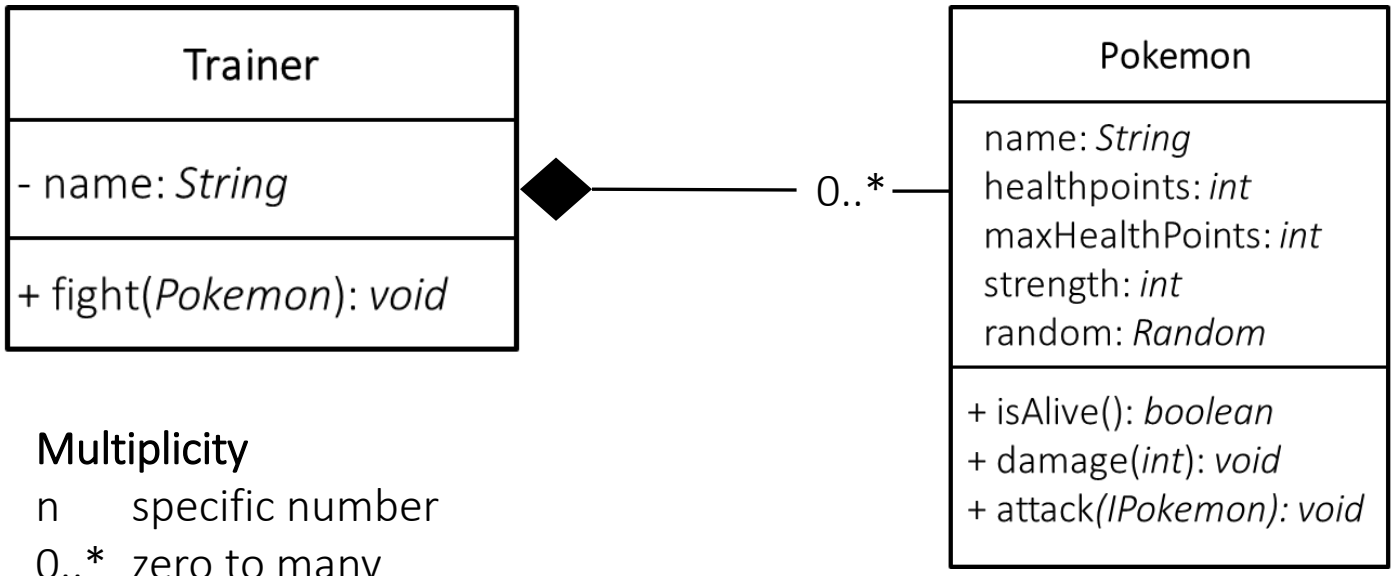
Unified Modelling Language



Multiplicity

n	specific number
0..*	zero to many
1..*	one to many

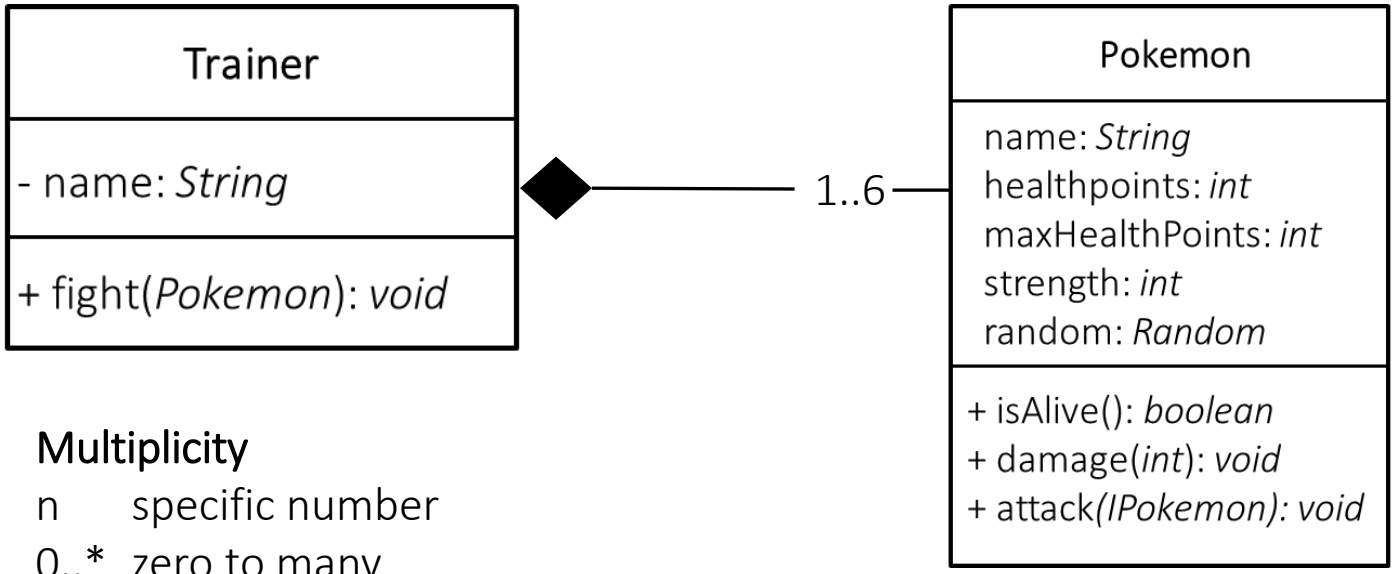
Unified Modelling Language



Multiplicity

n	specific number
0..*	zero to many
1..*	one to many

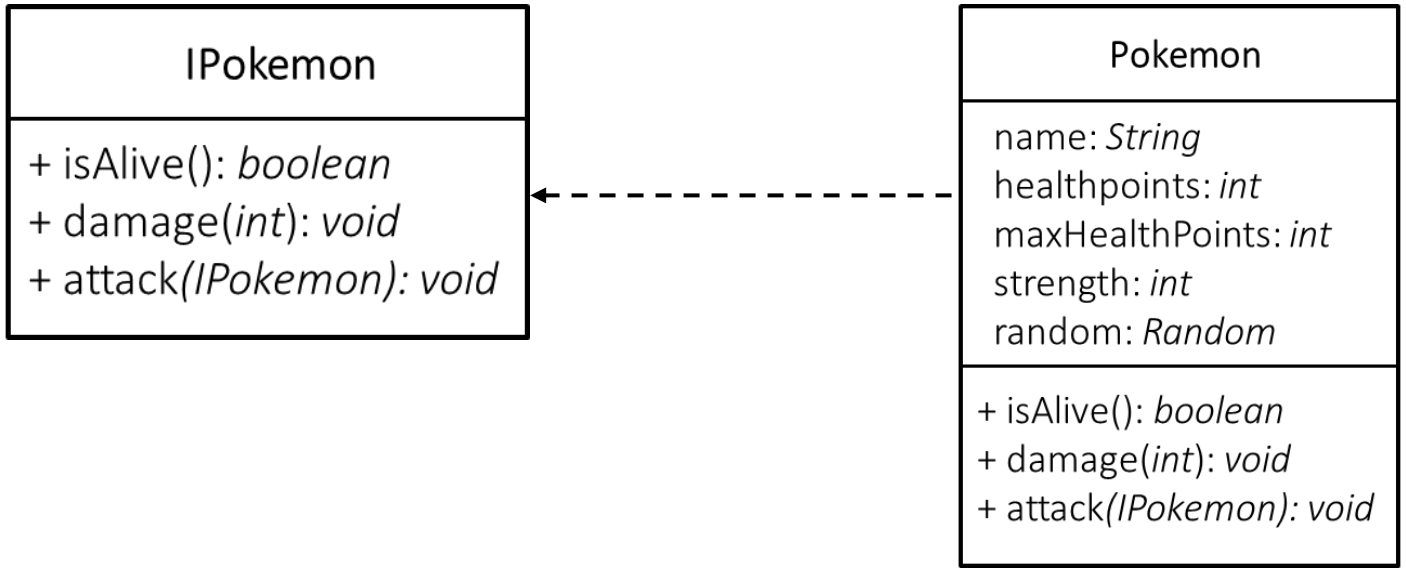
Unified Modelling Language



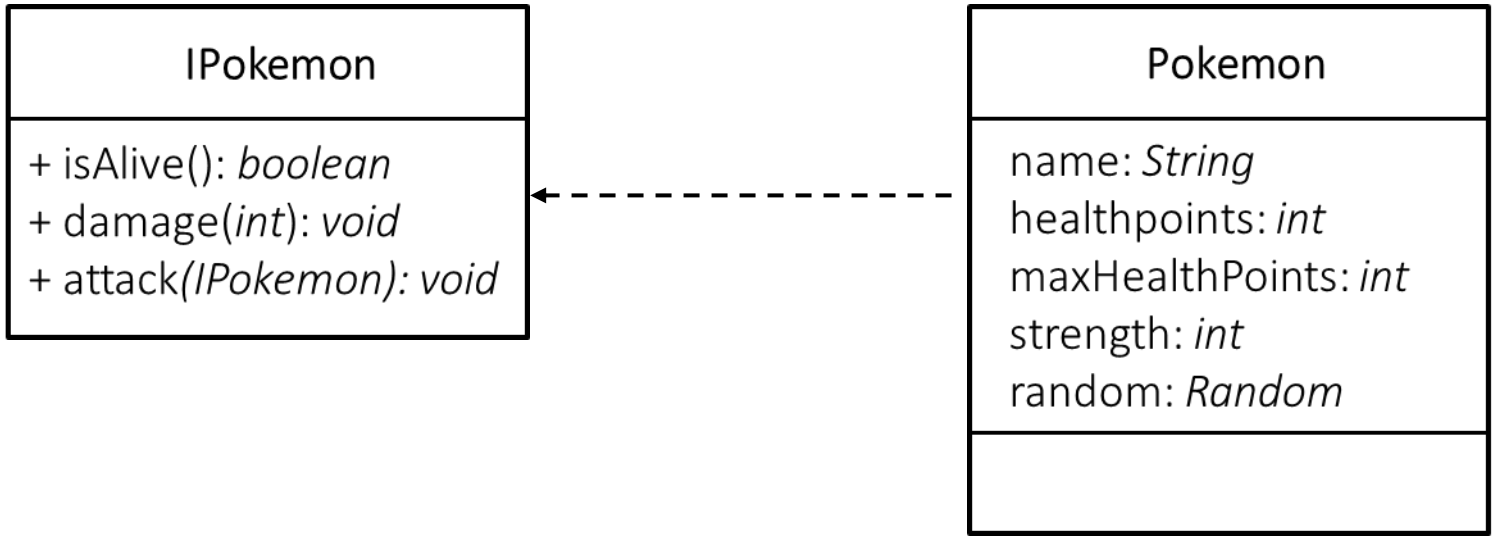
Multiplicity

n	specific number
0..*	zero to many
1..*	one to many
n..m	specific range

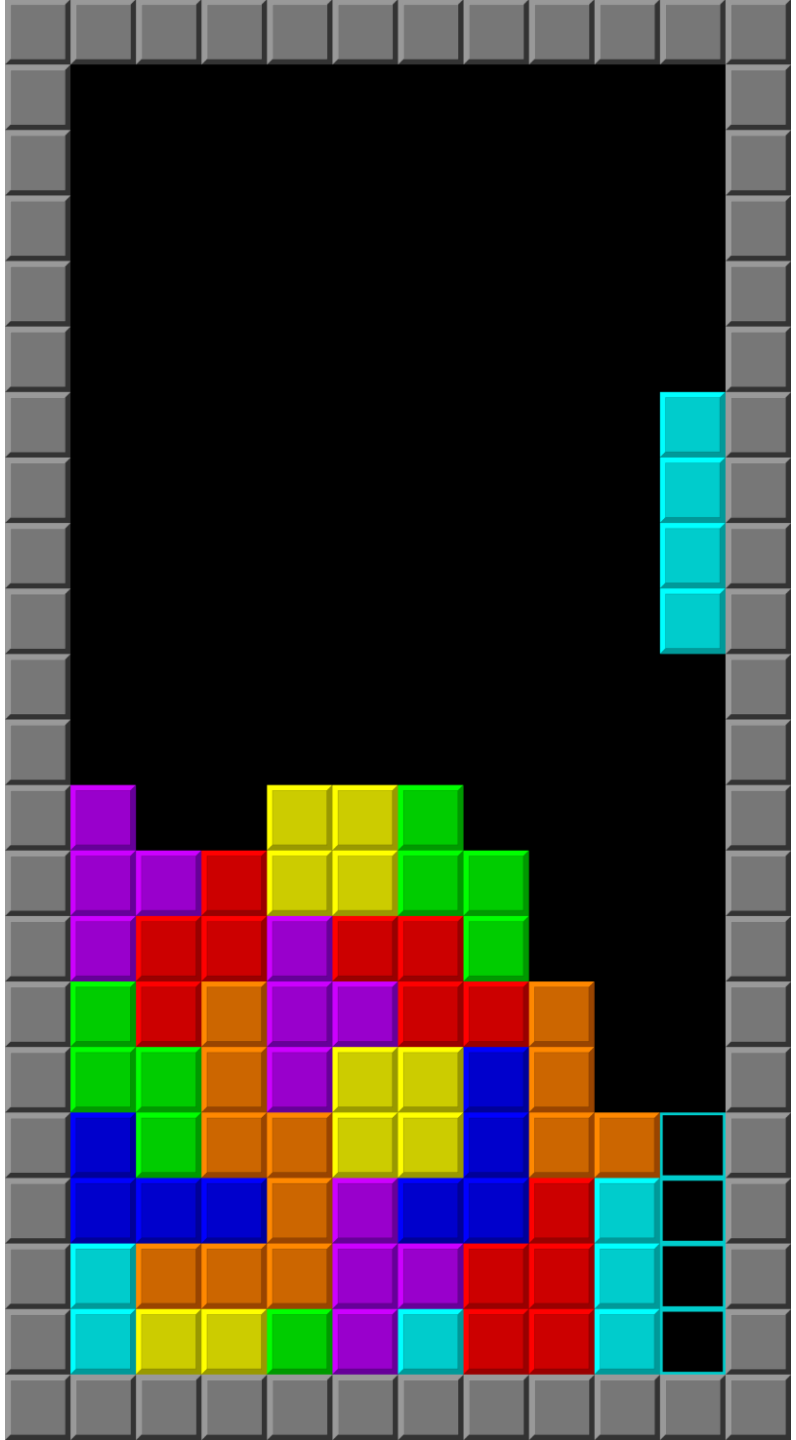
Unified Modelling Language



Unified Modelling Language



Tetris

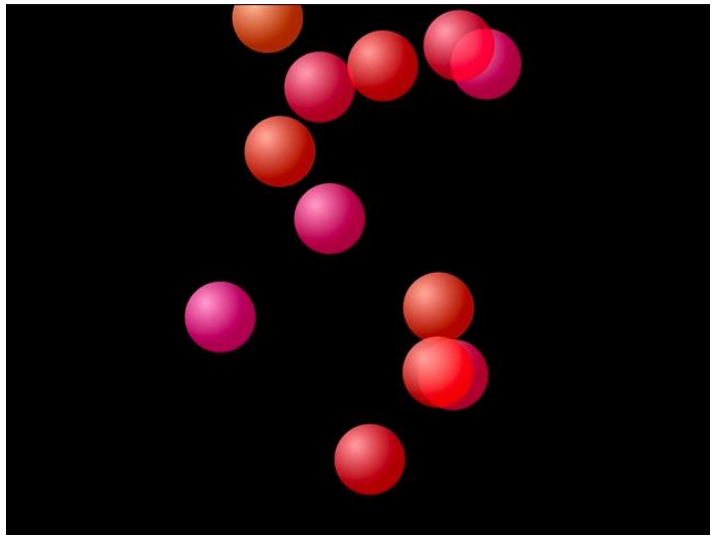


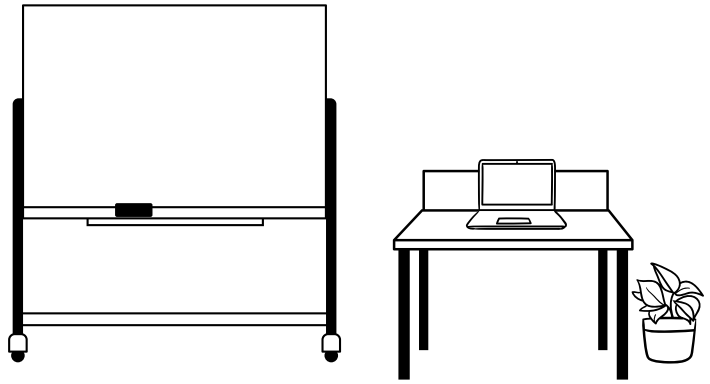
Pause

Sem2 - Åpen Oppgave

- ❑Krav:
  - Visuell
  - Interaktiv
  - Kompleksitet

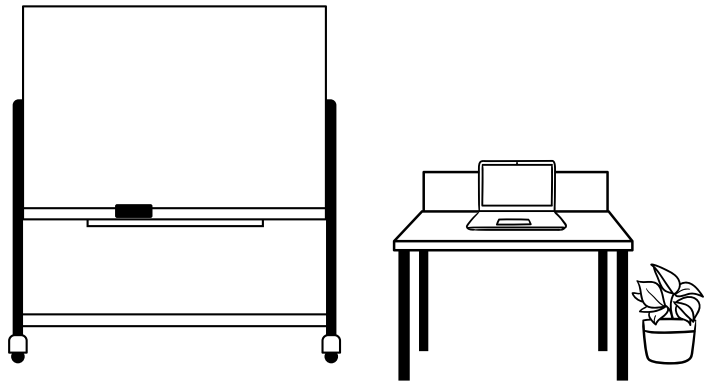
- ❑Hangman
- ❑Snake
- ❑Pong





Sem2 - Åpen Oppgave

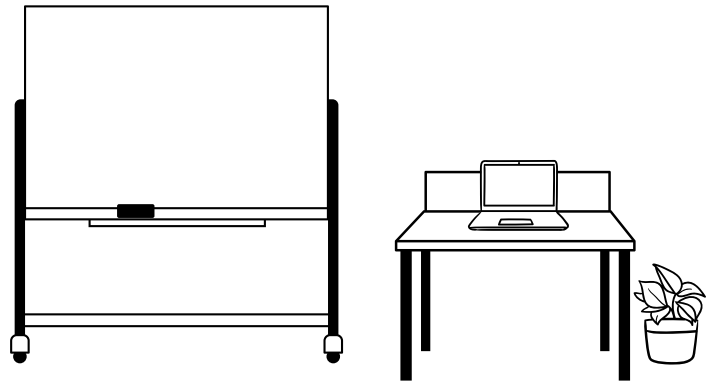
- ❑Oppfølging (obligatorisk)
  - Oppstart 27. - 31. mars
  - Progresjon 11. - 18. april
  - Vurdering 25. - 29. april



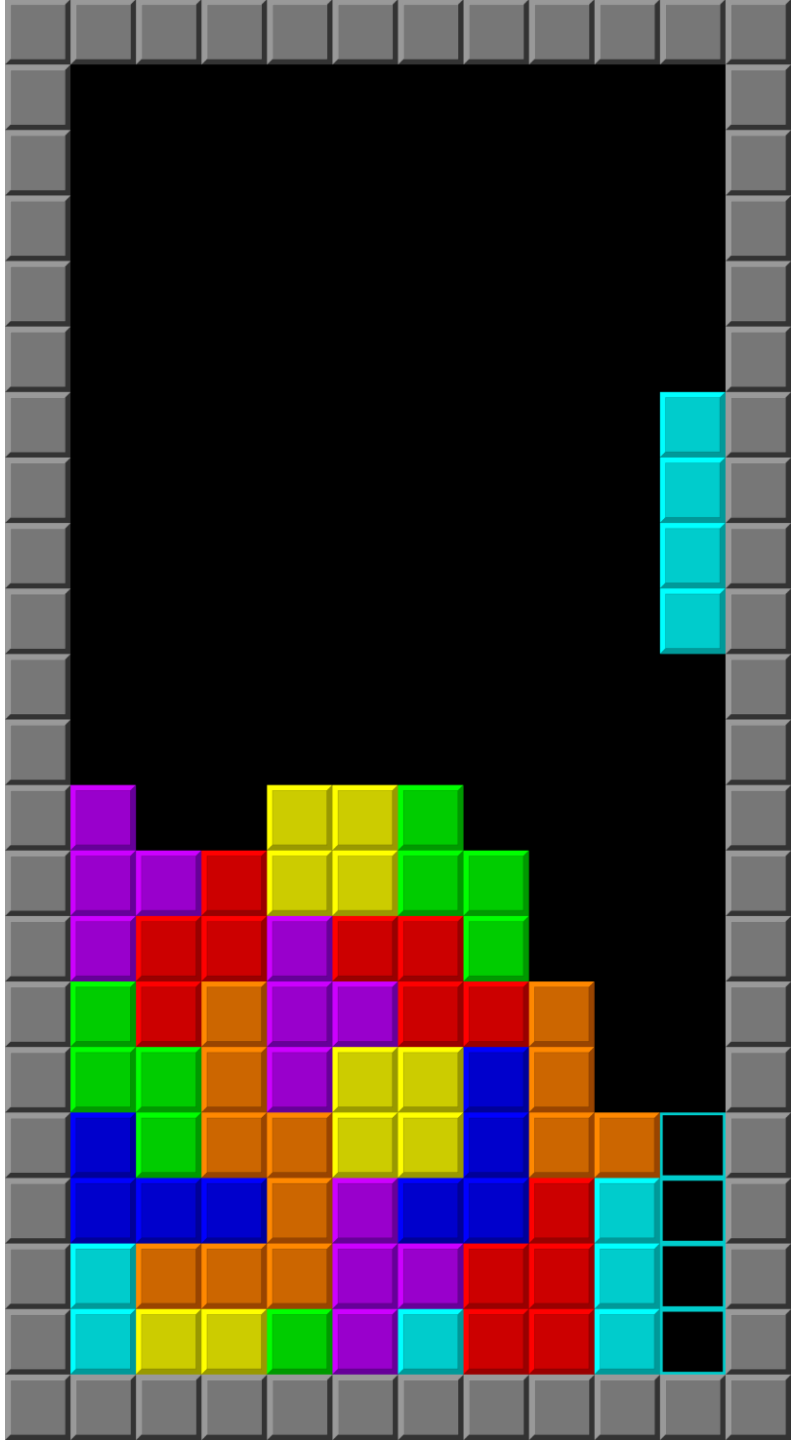
Vurdering

- ❑ Binære poengsummer

- ❑ Funksjonalitet **7 poeng**
- ❑ Modularitet **4 poeng**
- ❑ Kodestil, Dokumentasjon, Testing **3 poeng**
- ❑ Video **1 poeng**

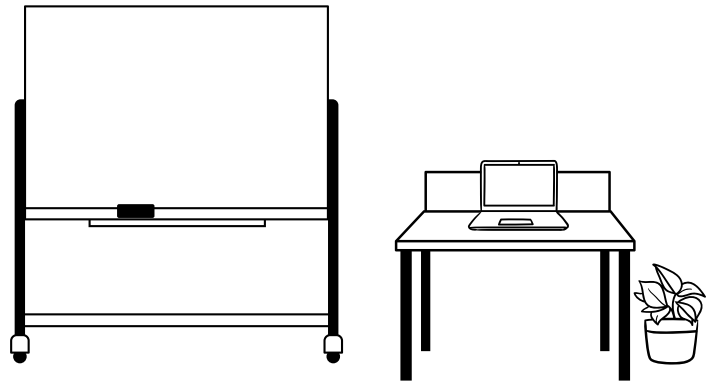


Tetris



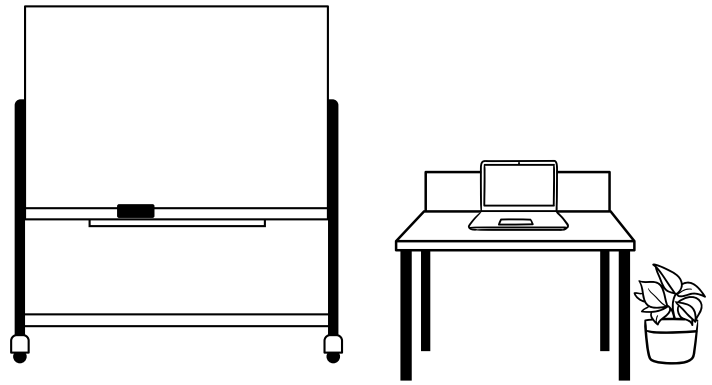
Minimum Viable Product (MVP)

- ❑ Enkleste fungerende versjon av programmet
- ❑ Sørg for å lage dette først!



Dette var siste forelesning ☺

- ❑ Repitisjon
- ❑ Er det noen temaer dere ønsker dekt?



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