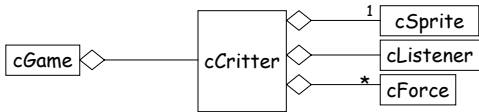


Introduction to UML

UML

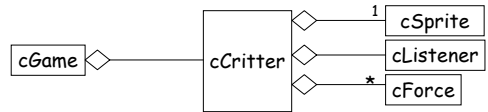
The Unified Modeling Language, UML, is a language for specifying, visualizing, construction, and documenting the artifacts of software systems.

Class Diagrams



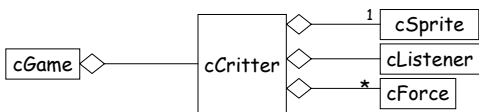
cGame, cCritic, cSprite, cListener, and cForce are classes in POP

Class Diagrams



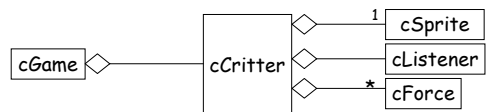
the cGame class has a cCritic objects

Class Diagrams



the cCritic class has one cSprite object

Class Diagrams

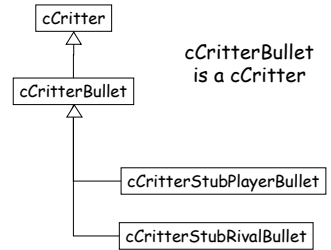


the cCritic class has zero or more cForce objects

"has a"

```
class cGame
private:
    cCritic player;
    cCritic fruit;
    cCritic pinkMonster;
    cCritic unicyclist;
```

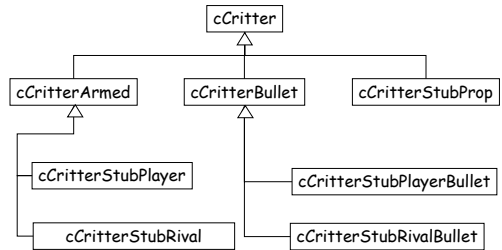
Class Diagrams



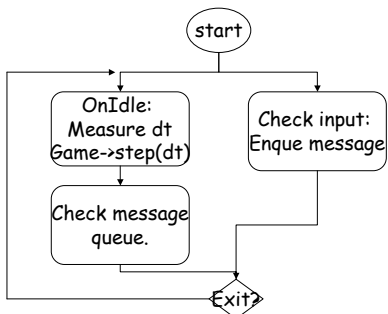
"is a"

```
class cCriticBullet : public cCritic
```

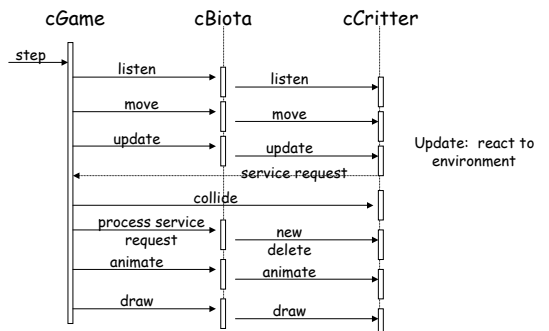
Class Diagrams



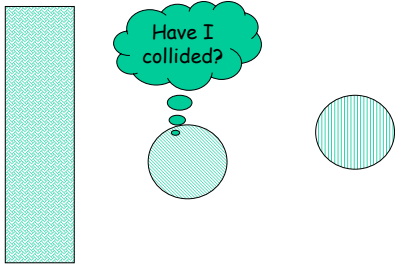
Activity Diagrams



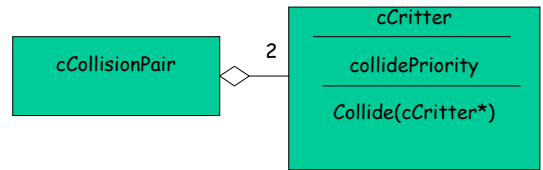
Sequence Diagrams



Collision



Elaborated class diagrams



collidePriority

- Walls
- Bullets
- Player
- OtherCriticrs