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# UML Exercise

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**Flash/ActionScript Course  
IxD2 2011**

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# Flower

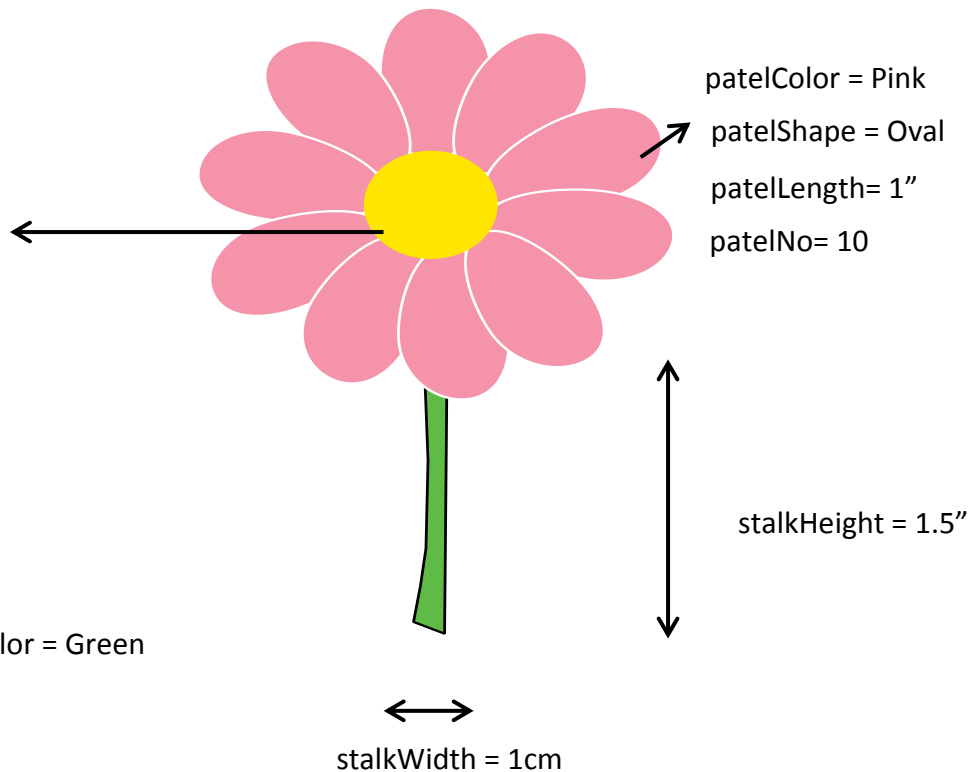
## Properties:

petalNo  
petalcolor  
petalShape  
petalLength  
baseColor  
baseShape  
baseRadius  
smell  
stalkColor  
stalkHeight  
stalkWidth

## Methods:

setSmell  
getSmell  
setColor  
getColor  
changeShape  
setHeight  
getHeight  
setWidth  
getWidth  
changeLength  
changeRadius

baseColor = yellow  
baseShape = circle  
baseRadius = 1cm



petalColor = Pink  
petalShape = Oval  
petalLength = 1"  
petalNo = 10

stalkHeight = 1.5"

stalkColor = Green

stalkWidth = 1cm

## Killer

### Properties:

patelNo  
patelcolor  
patelShape  
patelLength  
baseColor  
baseShape  
baseRadius  
smell  
stalkColor  
stalkHeight  
stalkWidth  
bulbRadius  
bulbColor  
filamentLength  
filamentColor  
filamentNo

### Methods:

setSmell  
getSmell  
setColor  
getColor  
changeShape  
setHeight  
getHeight  
setWidth  
getWidth  
changeLength  
changeRadius  
IncreaseFilamentLength  
DetectCreatures  
captureCreatures  
moveFilament

## Friend

### Properties:

patelNo  
patelcolor  
patelShape  
patelLength  
baseColor  
baseShape  
baseRadius  
smell  
stalkColor  
stalkHeight  
stalkWidth  
eyes  
nose  
faceGesture  
hands  
handlength  
legs  
legs length

### Methods:

setSmell  
getSmell  
setColor  
getColor  
changeShape  
setHeight  
getHeight  
setWidth  
getWidth  
changeLength  
changeRadius  
startWalk  
stopWalk  
startTalking  
StopTalking  
shakeHand  
changeGesture

## Decor

### Properties:

patelNo  
patelcolor  
patelShape  
patelLength  
baseColor  
baseShape  
baseRadius  
smell  
stalkColor  
stalkHeight  
stalkWidth  
hangingRopeColor  
hangingRopePattern  
music

### Methods:

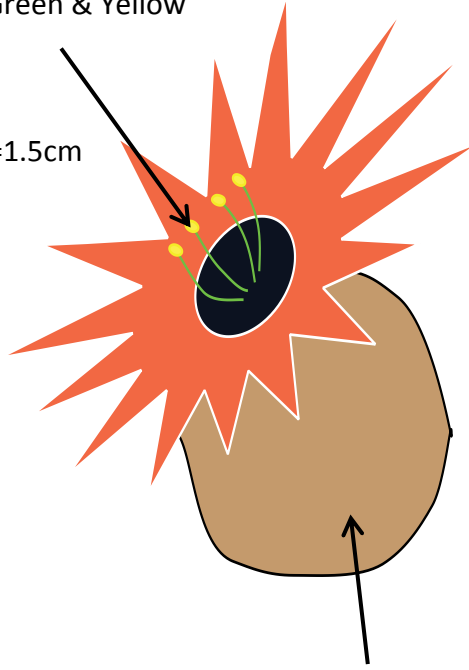
setSmell  
getSmell  
setColor  
getColor  
changeShape  
setHeight  
getHeight  
setWidth  
getWidth  
changeLength  
changeRadius  
StartDance  
StopDance  
playMusic  
stopMusic  
changeVolume

# Killer

FilamentColor=Green & Yellow

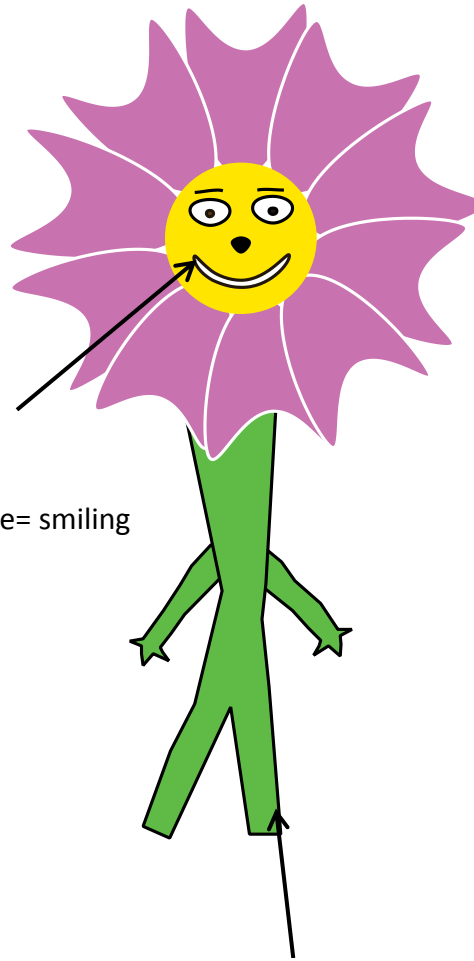
FilamentNo=4

FilamentLength=1.5cm



bulbColor= Brown  
bulbRadius = 15 cm

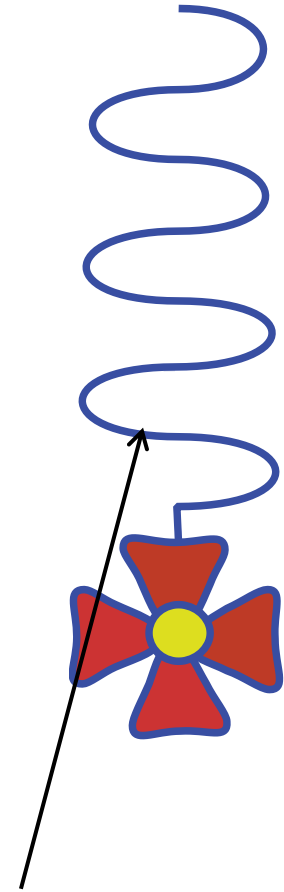
# Friend



eyes= 2  
nose = 1  
faceGesture= smiling

hands= 2  
legs = 2  
handsLength= 2"  
legsLength=5"

# Decor



hangingRopeColor= Blue  
hangingRopePattern= Curly