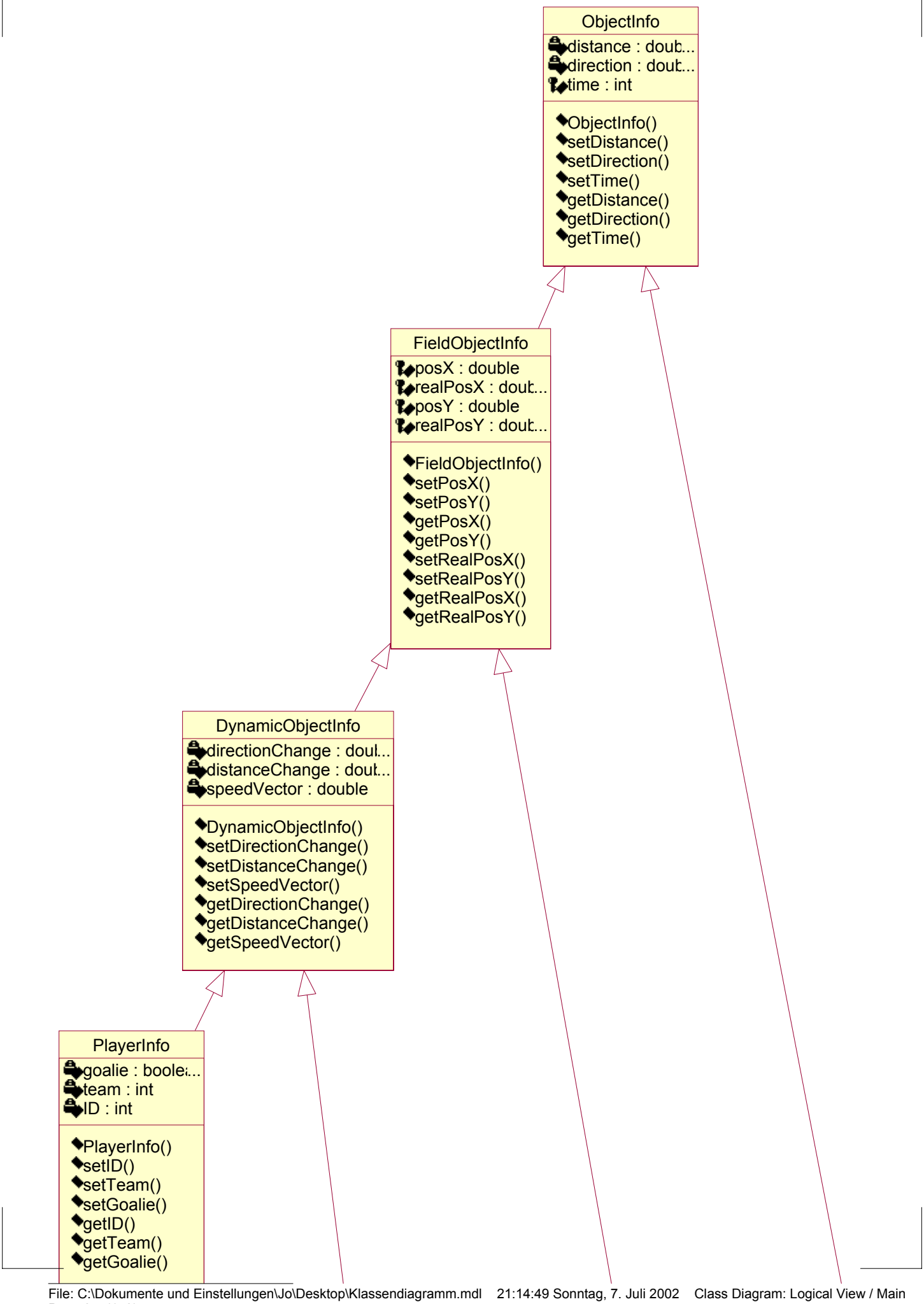
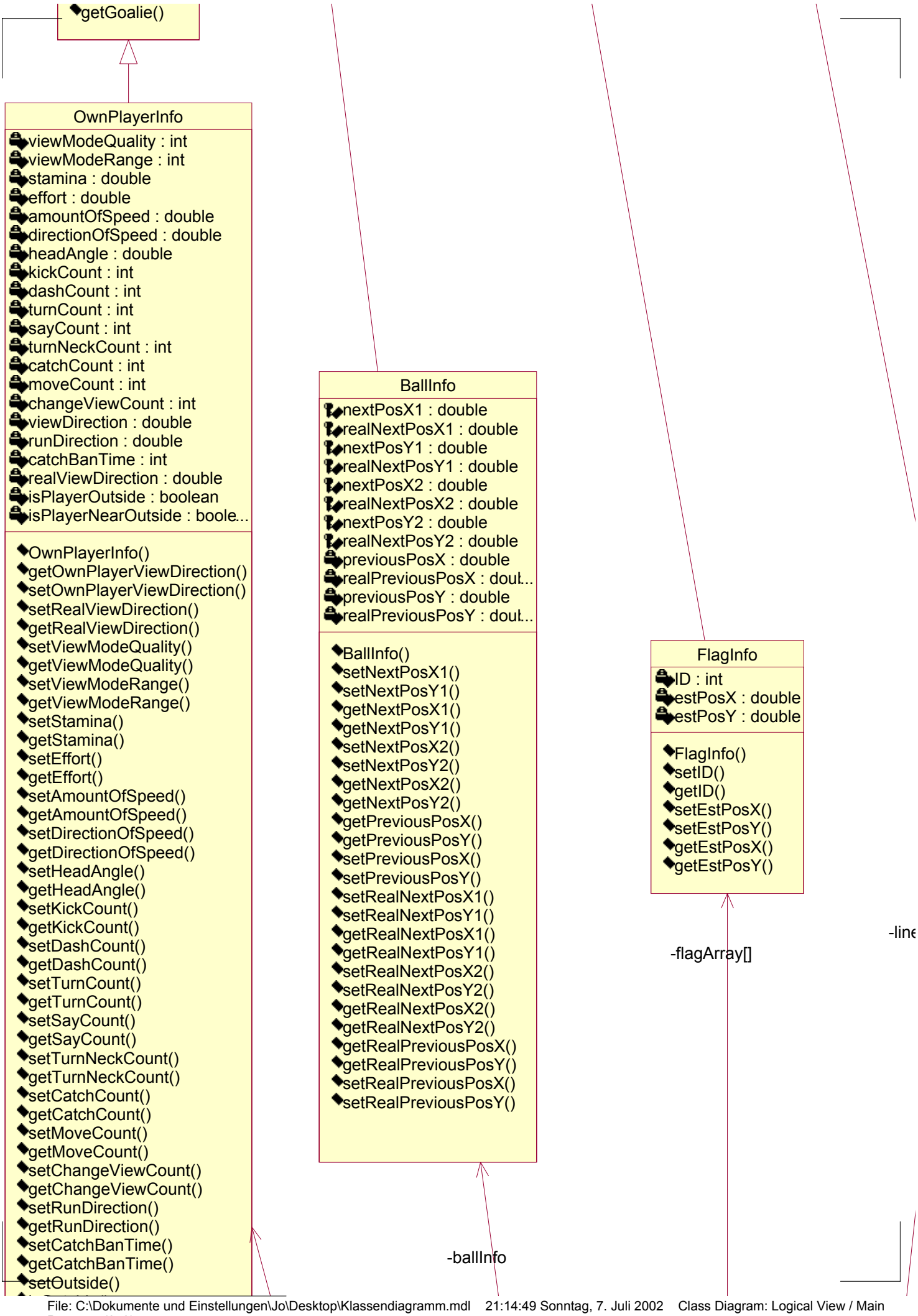
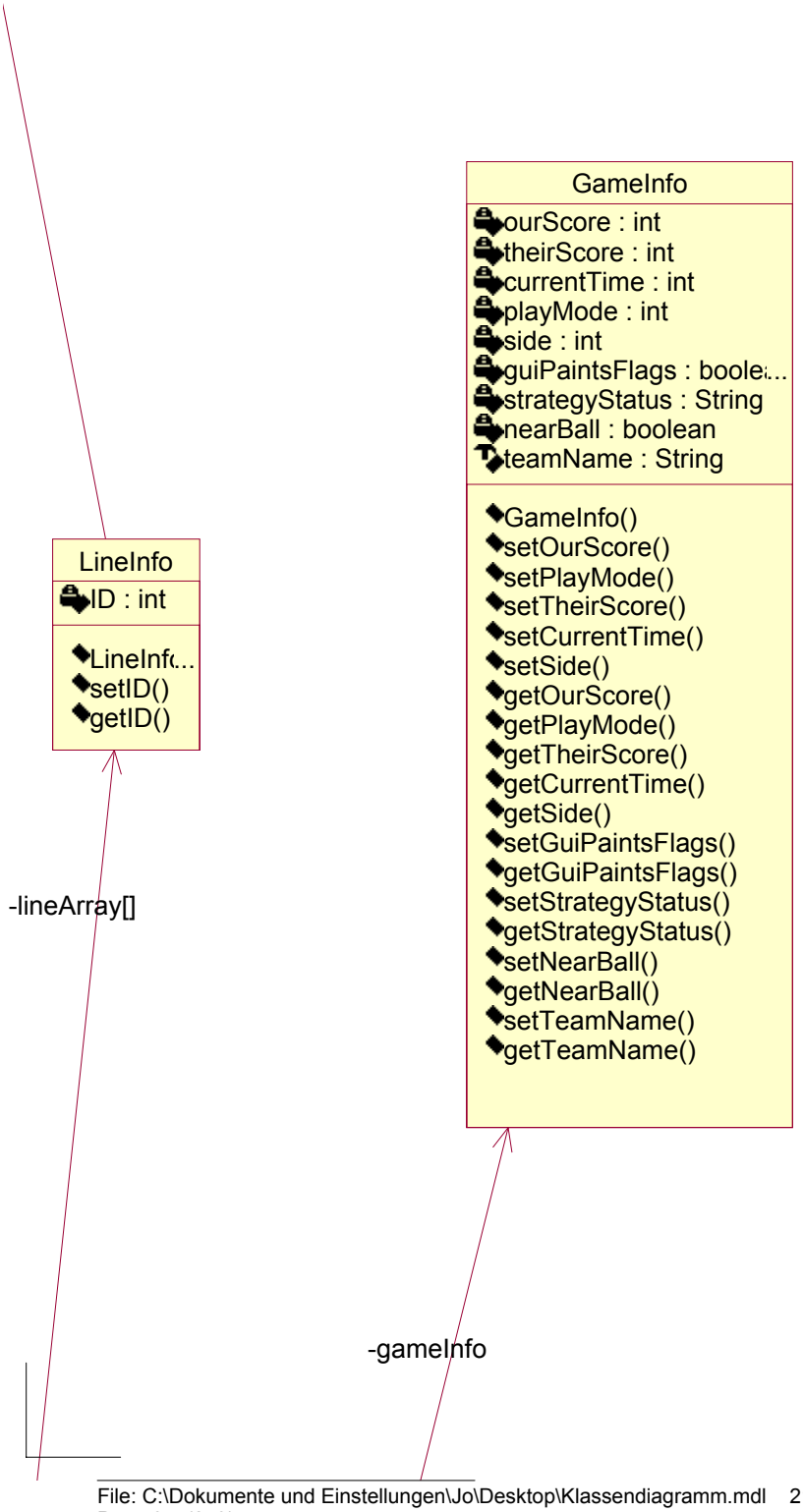
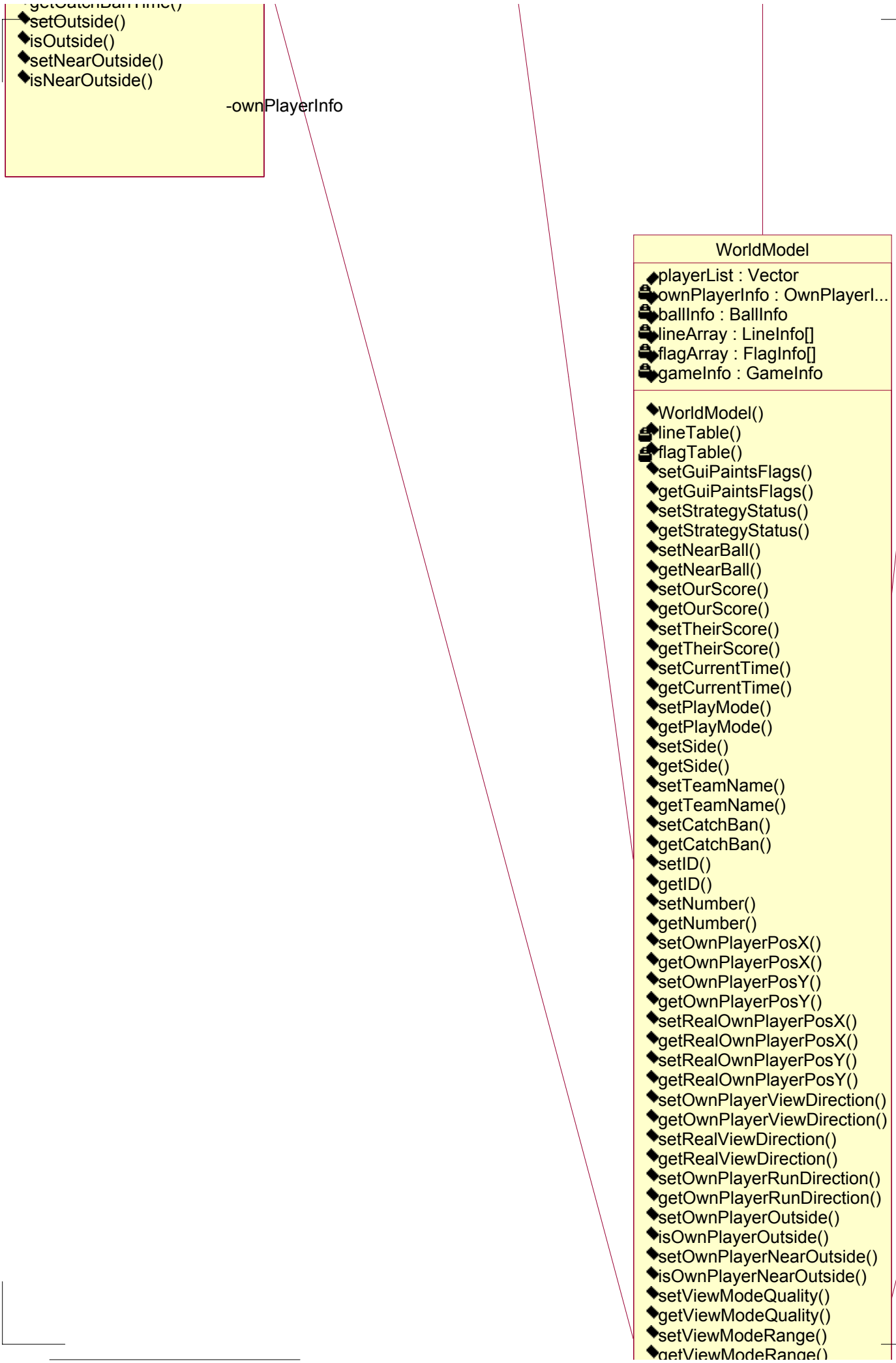
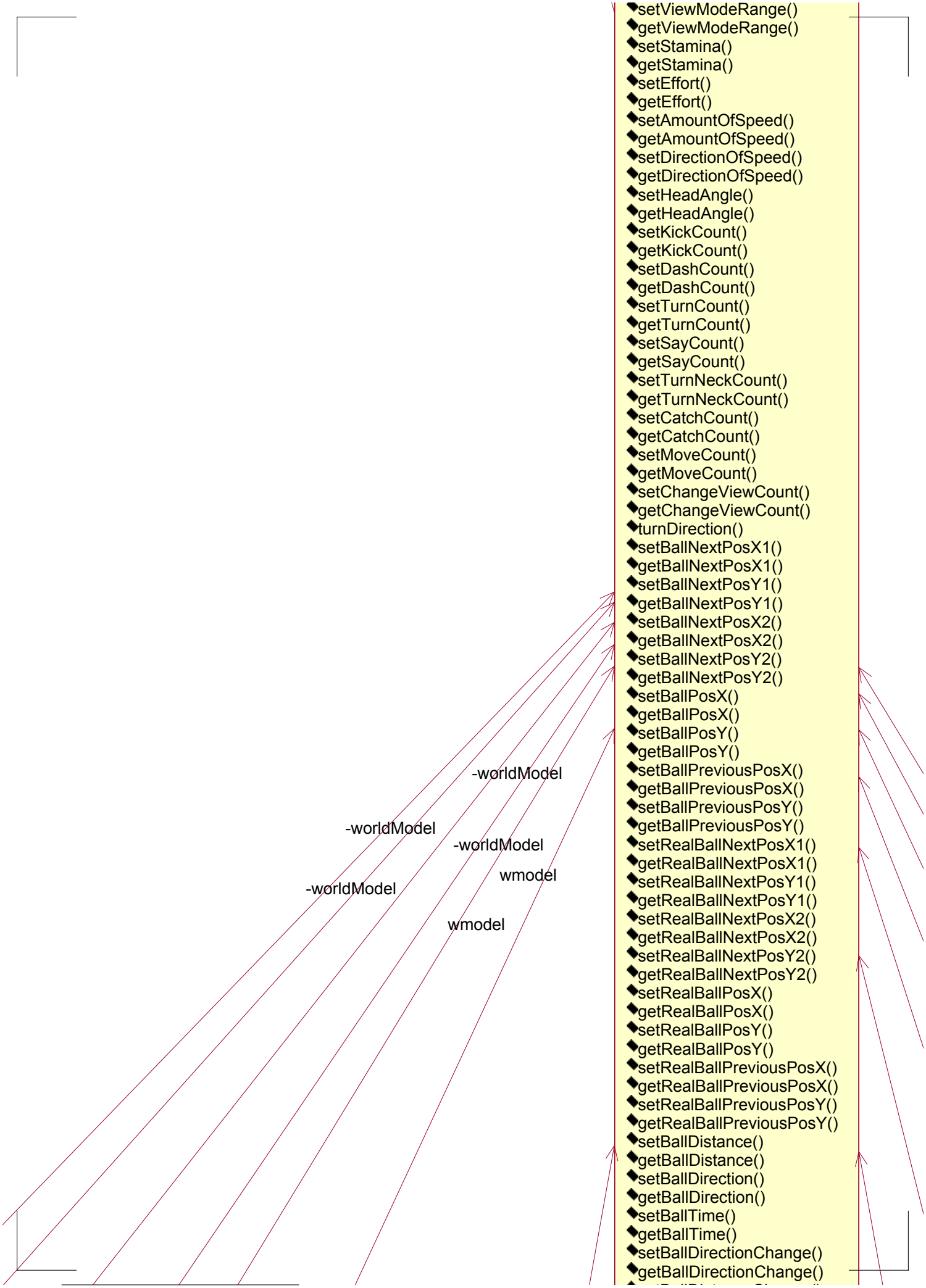

ObjectInfo
distance : doub...
direction : doub...
time : int
ObjectInfo()
setDistance()
setDirection()
setTime()
getDistance()
getDirection()
getTime()
FieldObjectInfo
posX : double
realPosX : doub...
posY : double
realPosY : doub...
FieldObjectInfo()
setPosX()
setPosY()
getPosX()
getPosY()
setRealPosX()
setRealPosY()
getRealPosX()
getRealPosY()
DynamicObjectInfo
directionChange : doul...
distanceChange : doul...
speedVector : double
DynamicObjectInfo()
setDirectionChange()
setDistanceChange()
setSpeedVector()
getDirectionChange()
getDistanceChange()
getSpeedVector()
PlayerInfo
goalie : boole...
team : int
ID : int
PlayerInfo()
setID()
setTeam()
setGoalie()
getID()
getTeam()
getGoalie()


getGoalie()
OwnPlayerInfo
viewModeQuality : int
viewModeRange : int
stamina : double
effort : double
amountOfSpeed : double
directionOfSpeed : double
headAngle : double
kickCount : int
dashCount : int
turnCount : int
sayCount : int
turnNeckCount : int
catchCount : int
moveCount : int
changeViewCount : int
viewDirection : double
runDirection : double
catchBanTime : int
realViewDirection : double
isPlayerOutside : boolean
isPlayerNearOutside : boole...
OwnPlayerInfo()
getOwnPlayerViewDirection()
setOwnPlayerViewDirection()
setRealViewDirection()
getRealViewDirection()
setViewModeQuality()
getViewModeQuality()
setViewModeRange()
getViewModeRange()
setStamina()
getStamina()
setEffort()
getEffort()
setAmountOfSpeed()
getAmountOfSpeed()
setDirectionOfSpeed()
getDirectionOfSpeed()
setHeadAngle()
getHeadAngle()
setKickCount()
getKickCount()
setDashCount()
getDashCount()
setTurnCount()
getTurnCount()
setSayCount()
getSayCount()
setTurnNeckCount()
getTurnNeckCount()
setCatchCount()
getCatchCount()
setMoveCount()
getMoveCount()
setChangeViewCount()
getChangeViewCount()
setRunDirection()
getRunDirection()
setCatchBanTime()
getCatchBanTime()
setOutside()
BallInfo
nextPosX1 : double
realNextPosX1 : double
nextPosY1 : double
realNextPosY1 : double
nextPosX2 : double
realNextPosX2 : double
nextPosY2 : double
realNextPosY2 : double
previousPosX : double
realPreviousPosX : doul...
previousPosY : double
realPreviousPosY : doul...
BallInfo()
setNextPosX1()
setNextPosY1()
getNextPosX1()
getNextPosY1()
setNextPosX2()
setNextPosY2()
getNextPosX2()
getNextPosY2()
getPreviousPosX()
getPreviousPosY()
setPreviousPosX()
setPreviousPosY()
setRealNextPosX1()
setRealNextPosY1()
getRealNextPosX1()
getRealNextPosY1()
setRealNextPosX2()
setRealNextPosY2()
getRealNextPosX2()
getRealNextPosY2()
getRealPreviousPosX()
getRealPreviousPosY()
setRealPreviousPosX()
setRealPreviousPosY()
FlagInfo
ID : int
estPosX : double
estPosY : double
FlagInfo()
setID()
getID()
setEstPosX()
setEstPosY()
getEstPosX()
getEstPosY()
-flagArray[]
-ballInfo
-line


GameInfo
ourScore : int
theirScore : int
currentTime : int
playMode : int
side : int
guiPaintsFlags : boole...
strategyStatus : String
nearBall : boolean
teamName : String
GameInfo()
setOurScore()
setPlayMode()
setTheirScore()
setCurrentTime()
setSide()
getOurScore()
getPlayMode()
getTheirScore()
getCurrentTime()
getSide()
setGuiPaintsFlags()
getGuiPaintsFlags()
setStrategyStatus()
getStrategyStatus()
setNearBall()
getNearBall()
setTeamName()
getTeamName()
LineInfo
ID : int
LineInf...
setID()
getID()
-lineArray[]
-gameInfo


setOutside()
isOutside()
setNearOutside()
isNearOutside()
-ownPlayerInfo
WorldModel
playerList : Vector
ownPlayerInfo : OwnPlayerI...
ballInfo : BallInfo
lineArray : LineInfo[]
flagArray : FlagInfo[]
gameInfo : GameInfo
WorldModel()
lineTable()
flagTable()
setGuiPaintsFlags()
getGuiPaintsFlags()
setStrategyStatus()
getStrategyStatus()
setNearBall()
getNearBall()
setOurScore()
getOurScore()
setTheirScore()
getTheirScore()
setCurrentTime()
getCurrentTime()
setPlayMode()
getPlayMode()
setSide()
getSide()
setTeamName()
getTeamName()
setCatchBan()
getCatchBan()
setID()
getID()
setNumber()
getNumber()
setOwnPlayerPosX()
getOwnPlayerPosX()
setOwnPlayerPosY()
getOwnPlayerPosY()
setRealOwnPlayerPosX()
getRealOwnPlayerPosX()
setRealOwnPlayerPosY()
getRealOwnPlayerPosY()
setOwnPlayerViewDirection()
getOwnPlayerViewDirection()
setRealViewDirection()
getRealViewDirection()
setOwnPlayerRunDirection()
getOwnPlayerRunDirection()
setOwnPlayerOutside()
isOwnPlayerOutside()
setOwnPlayerNearOutside()
isOwnPlayerNearOutside()
setViewModeQuality()
getViewModeQuality()
setViewModeRange()
getViewModeRange()


setViewModeRange()
getViewModeRange()
setStamina()
getStamina()
setEffort()
getEffort()
setAmountOfSpeed()
getAmountOfSpeed()
setDirectionOfSpeed()
getDirectionOfSpeed()
setHeadAngle()
getHeadAngle()
setKickCount()
getKickCount()
setDashCount()
getDashCount()
setTurnCount()
getTurnCount()
setSayCount()
getSayCount()
setTurnNeckCount()
getTurnNeckCount()
setCatchCount()
getCatchCount()
setMoveCount()
getMoveCount()
setChangeViewCount()
getChangeViewCount()
turnDirection()
setBallNextPosX1()
getBallNextPosX1()
setBallNextPosY1()
getBallNextPosY1()
setBallNextPosX2()
getBallNextPosX2()
setBallNextPosY2()
getBallNextPosY2()
setBallPosX()
getBallPosX()
setBallPosY()
getBallPosY()
setBallPreviousPosX()
getBallPreviousPosX()
setBallPreviousPosY()
getBallPreviousPosY()
setRealBallNextPosX1()
getRealBallNextPosX1()
setRealBallNextPosY1()
getRealBallNextPosY1()
setRealBallNextPosX2()
getRealBallNextPosX2()
setRealBallNextPosY2()
getRealBallNextPosY2()
setRealBallPosX()
getRealBallPosX()
setRealBallPosY()
getRealBallPosY()
setRealBallPreviousPosX()
getRealBallPreviousPosX()
setRealBallPreviousPosY()
getRealBallPreviousPosY()
setBallDistance()
getBallDistance()
setBallDirection()
getBallDirection()
setBallTime()
getBallTime()
setBallDirectionChange()
getBallDirectionChange()
-worldModel
-worldModel
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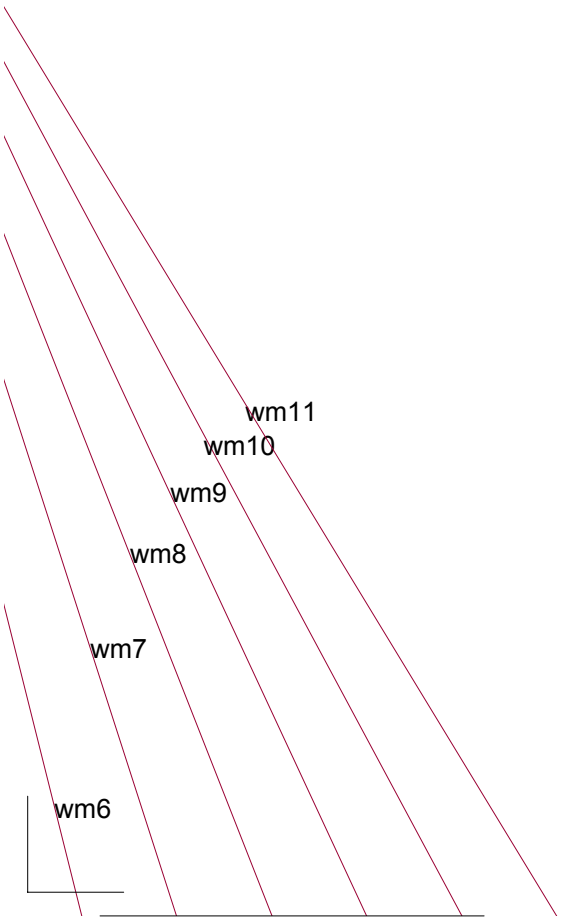
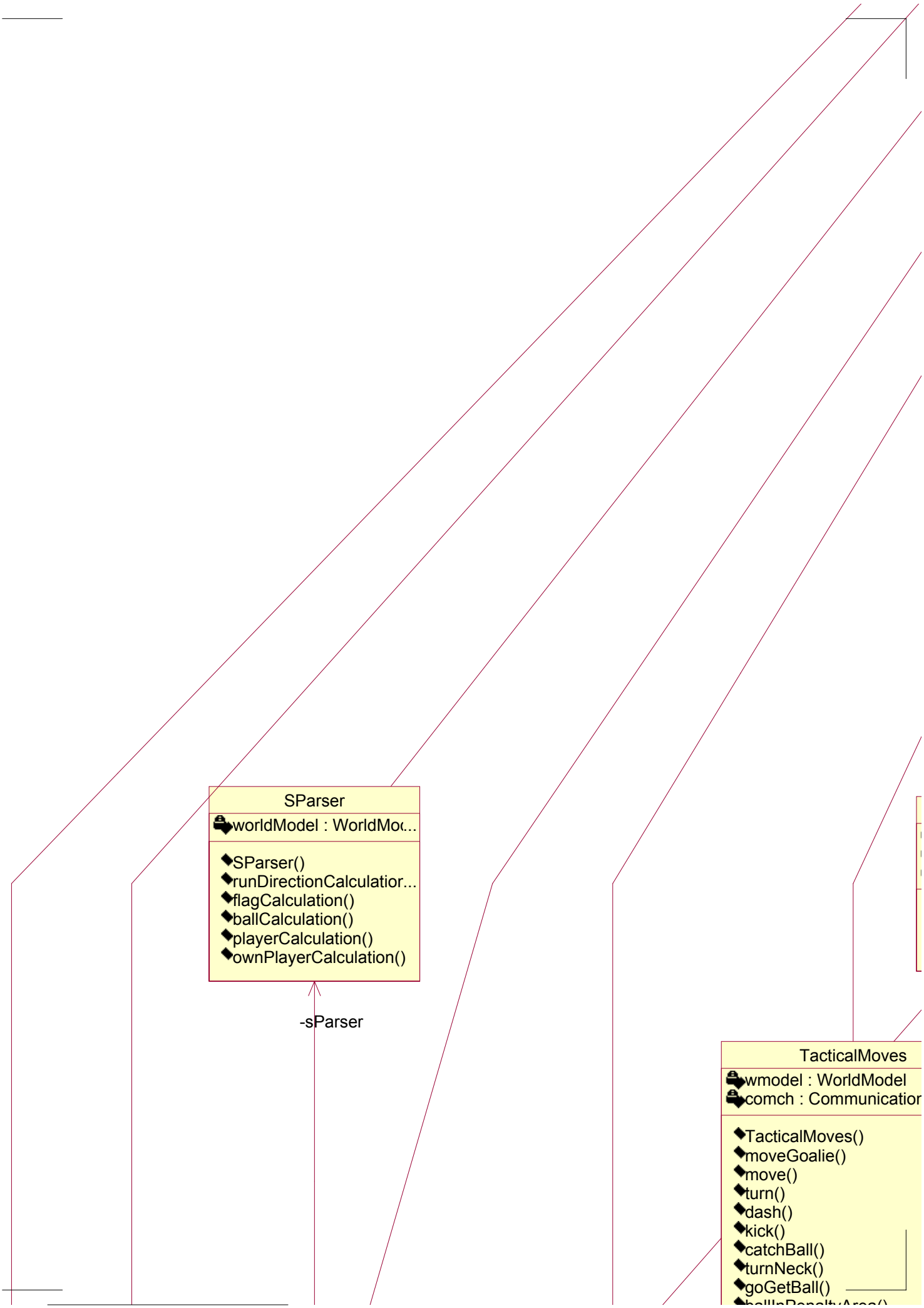
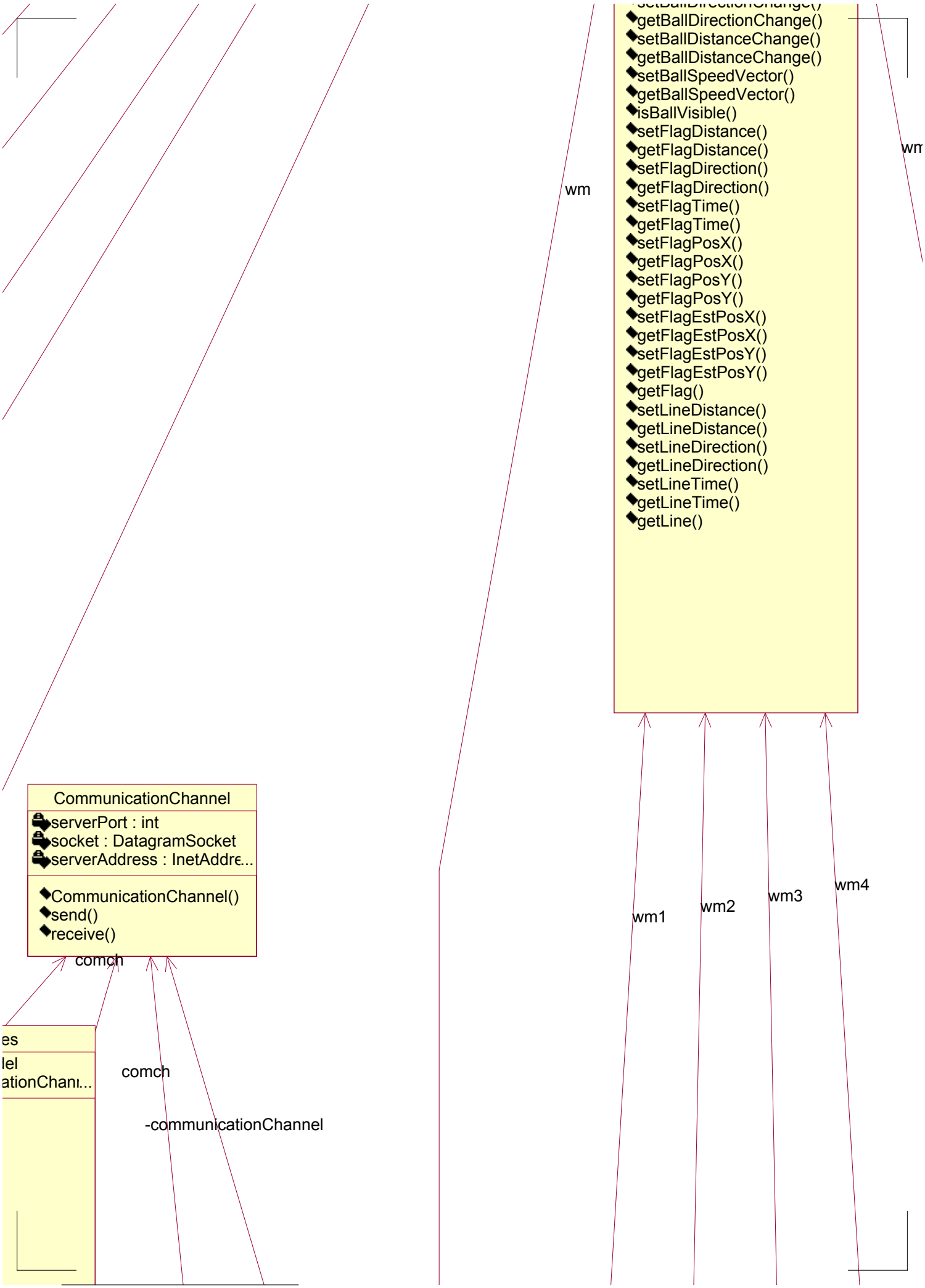
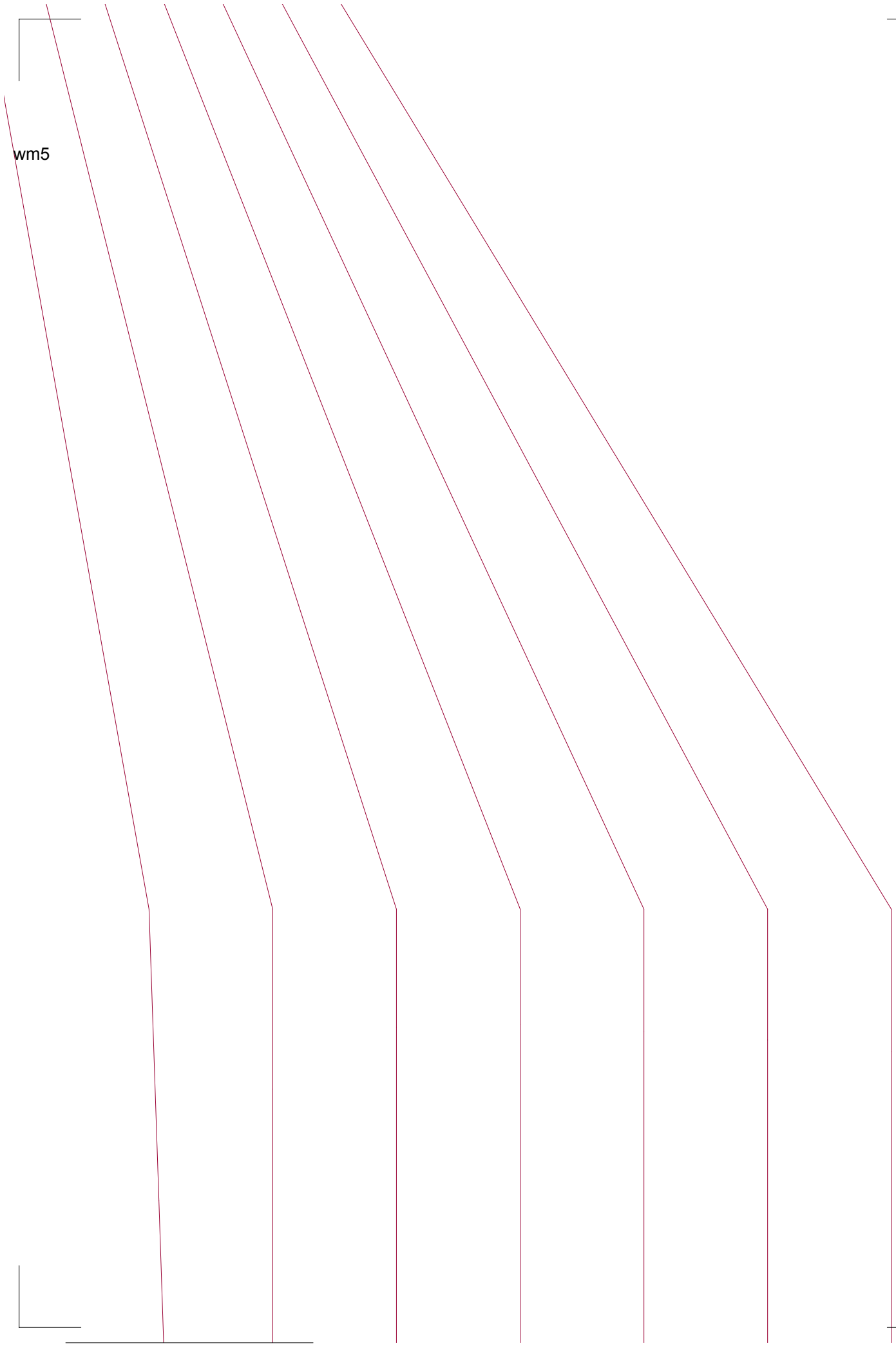
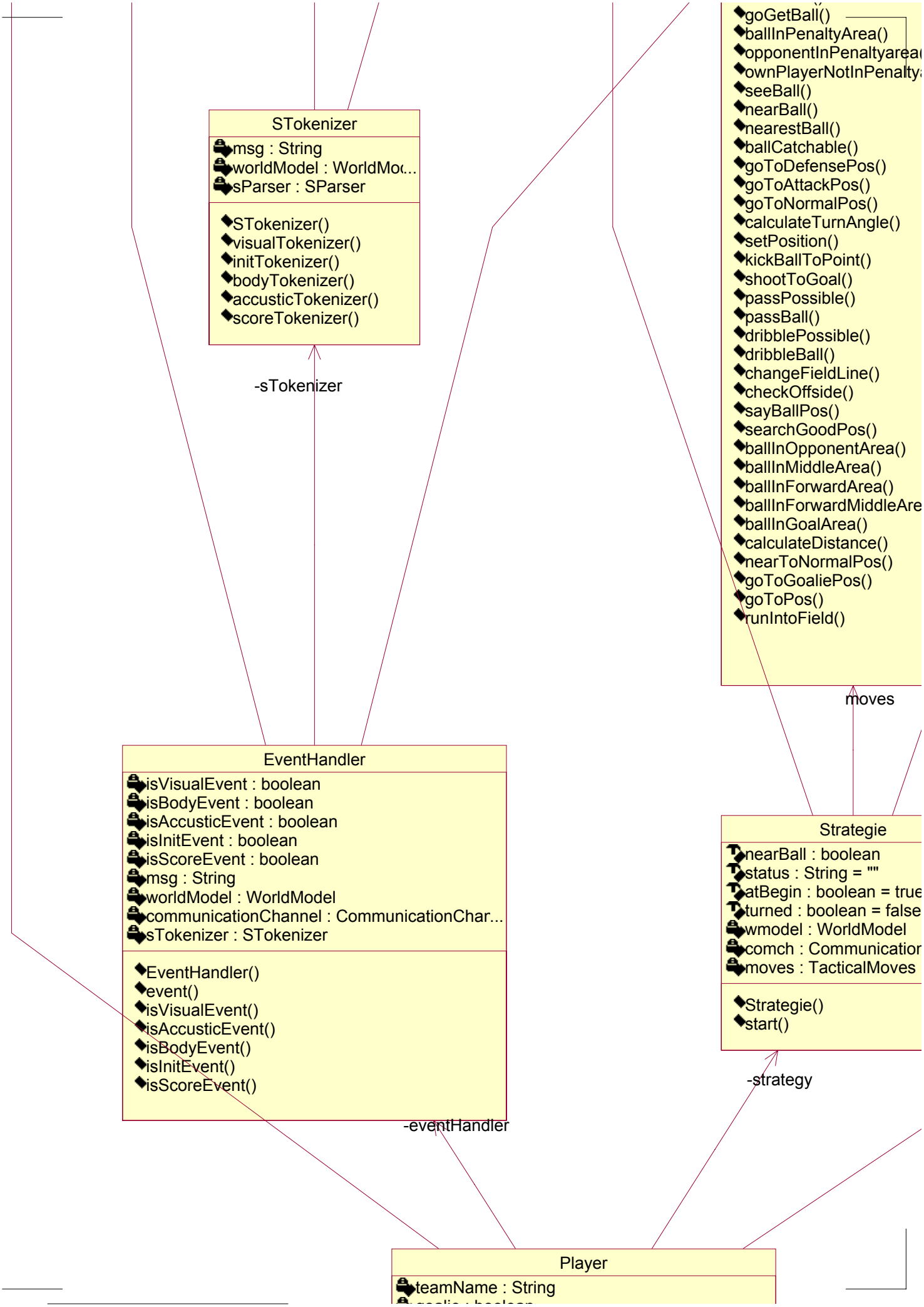
wmodel

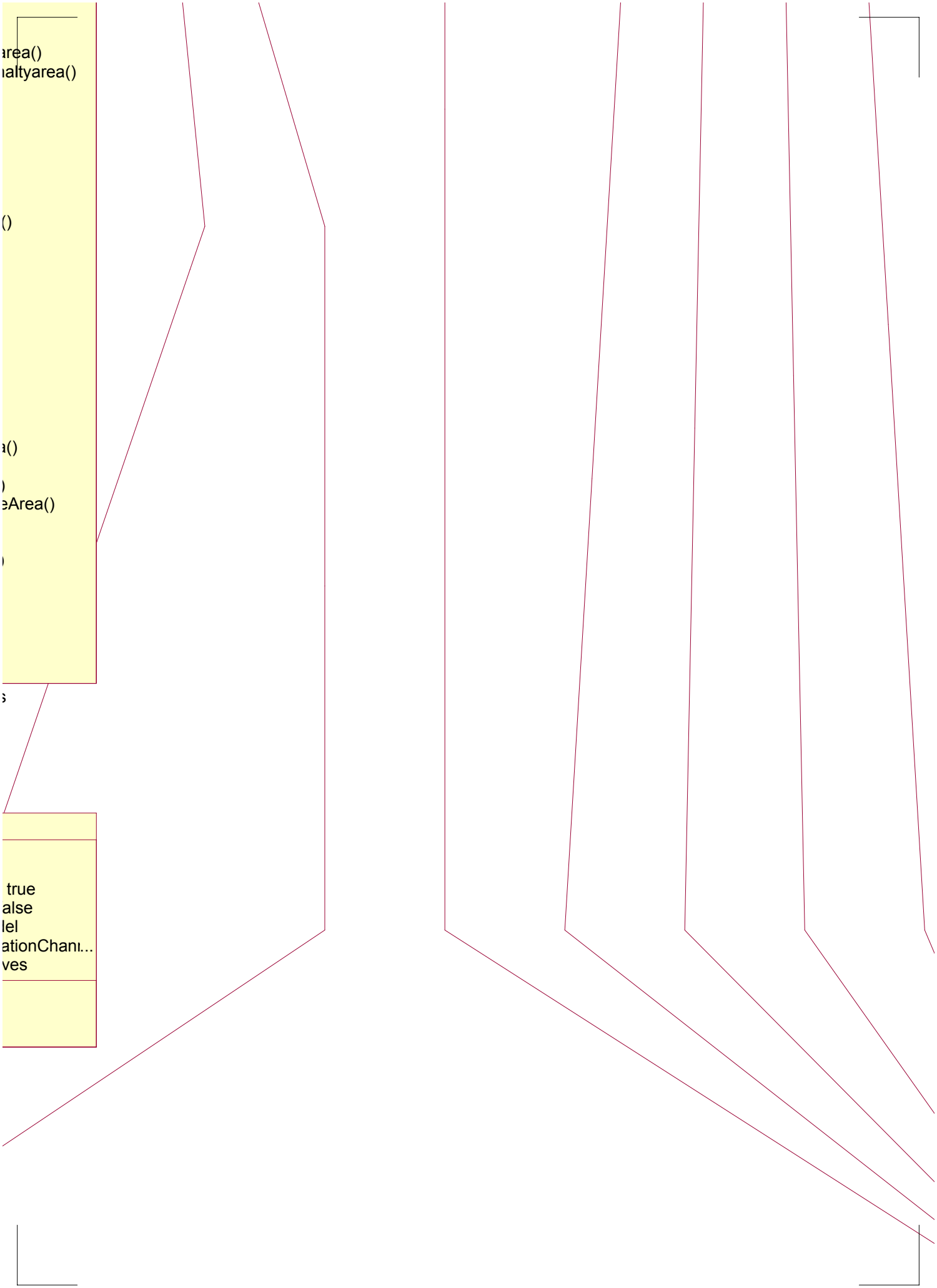

wm11
wm10
wm9
wm8
wm7
wm6


SParser
worldModel : WorldMo...
SParser()
runDirectionCalculatior...
flagCalculation()
ballCalculation()
playerCalculation()
ownPlayerCalculation()
-sParser
TacticalMoves
wmodel : WorldModel
comch : Communicatior
TacticalMoves()
moveGoalie()
move()
turn()
dash()
kick()
catchBall()
turnNeck()
goGetBall()


getBallDirectionChange()
setBallDistanceChange()
getBallDistanceChange()
setBallSpeedVector()
getBallSpeedVector()
isBallVisible()
setFlagDistance()
getFlagDistance()
setFlagDirection()
getFlagDirection()
setFlagTime()
getFlagTime()
setFlagPosX()
getFlagPosX()
setFlagPosY()
getFlagPosY()
setFlagEstPosX()
getFlagEstPosX()
setFlagEstPosY()
getFlagEstPosY()
getFlag()
setLineDistance()
getLineDistance()
setLineDirection()
getLineDirection()
setLineTime()
getLineTime()
getLine()
wm
wm
CommunicationChannel
serverPort : int
socket : DatagramSocket
serverAddress : InetAddre...
CommunicationChannel()
send()
receive()
comch
comch
-communicationChannel
wm1
wm2
wm3
wm4


wm5


STokenizer
msg : String
worldModel : WorldMo...
sParser : SParser
STokenizer()
visualTokenizer()
initTokenizer()
bodyTokenizer()
accusticTokenizer()
scoreTokenizer()
-sTokenizer
goGetBall()
ballInPenaltyArea()
opponentInPenaltyarea
ownPlayerNotInPenalty
seeBall()
nearBall()
nearestBall()
ballCatchable()
goToDefensePos()
goToAttackPos()
goToNormalPos()
calculateTurnAngle()
setPosition()
kickBallToPoint()
shootToGoal()
passPossible()
passBall()
dribblePossible()
dribbleBall()
changeFieldLine()
checkOffside()
sayBallPos()
searchGoodPos()
ballInOpponentArea()
ballInMiddleArea()
ballInForwardArea()
ballInForwardMiddleAre
ballInGoalArea()
calculateDistance()
nearToNormalPos()
goToGoaliePos()
goToPos()
runIntoField()
moves
EventHandler
isVisualEvent : boolean
isBodyEvent : boolean
isAccusticEvent : boolean
isInitEvent : boolean
isScoreEvent : boolean
msg : String
worldModel : WorldModel
communicationChannel : CommunicationChar...
sTokenizer : STokenizer
EventHandler()
event()
isVisualEvent()
isAccusticEvent()
isBodyEvent()
isInitEvent()
isScoreEvent()
-eventHandler
Strategie
nearBall : boolean
status : String = ""
atBegin : boolean = true
turned : boolean = false
wmodel : WorldModel
comch : Communicatior
moves : TacticalMoves
Strategie()
start()
-strategy
Player
teamName : String


area()
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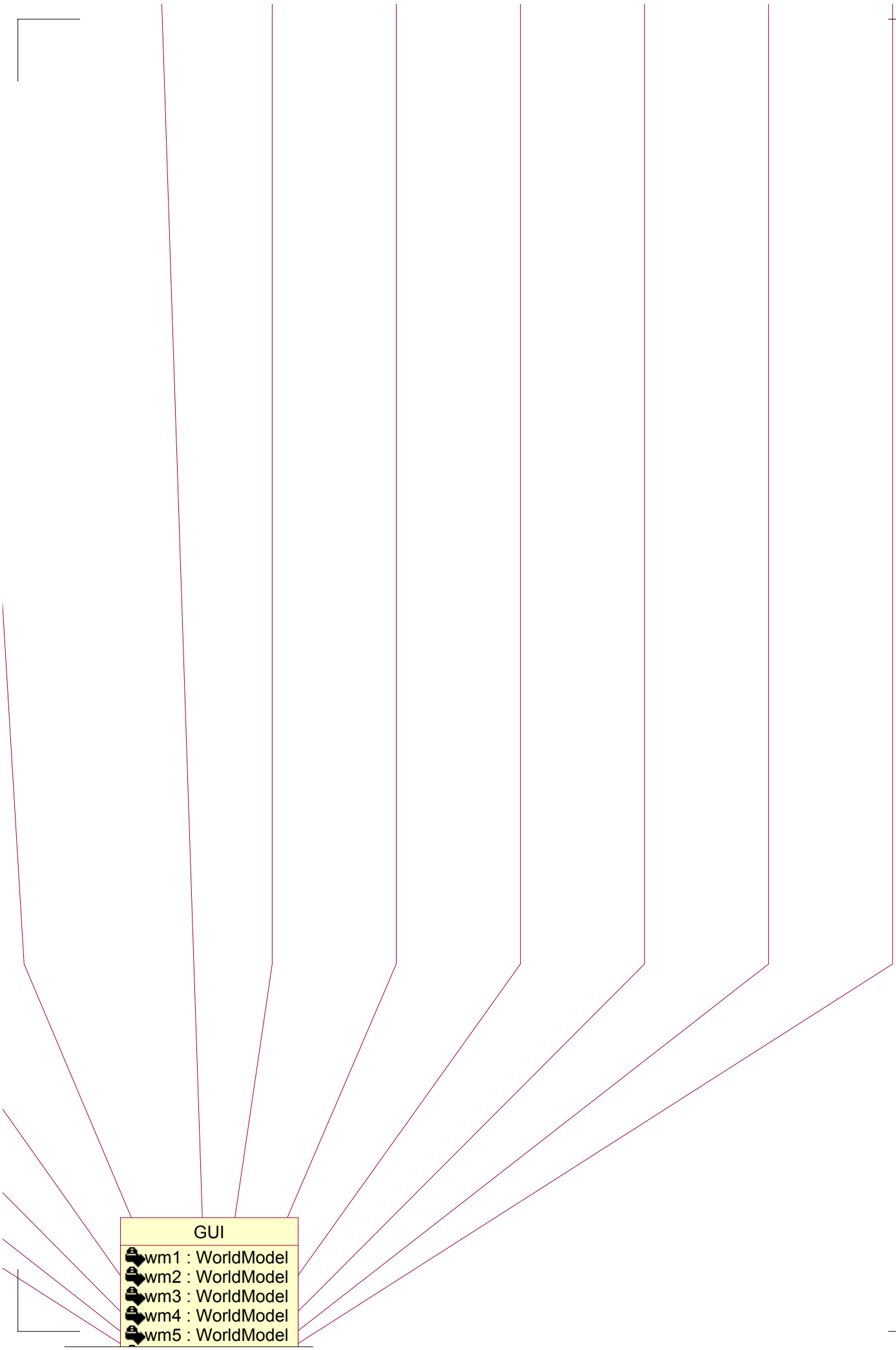
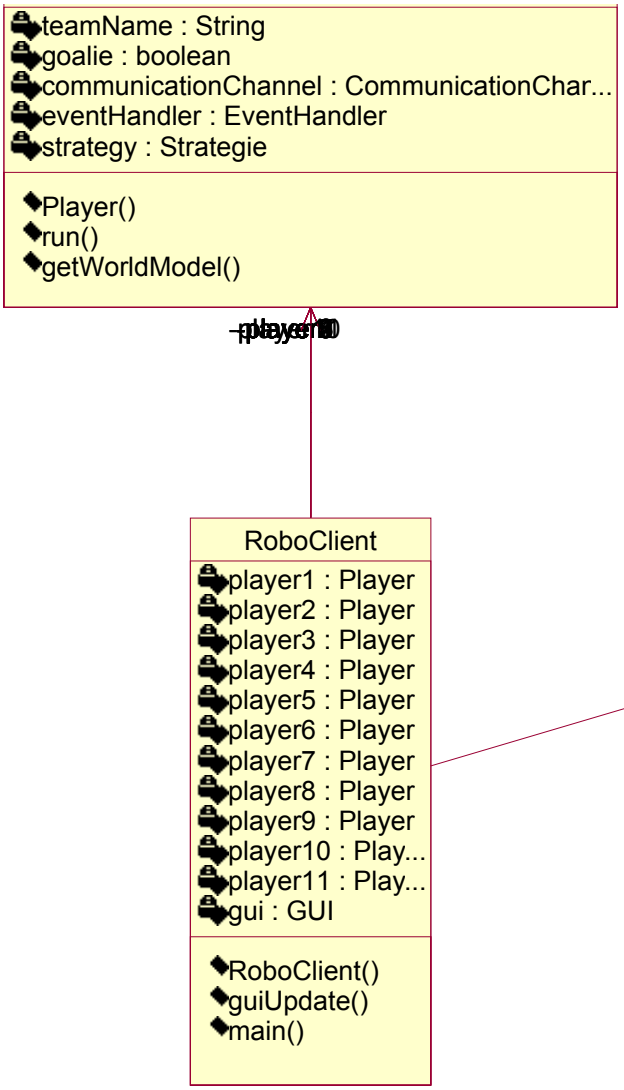
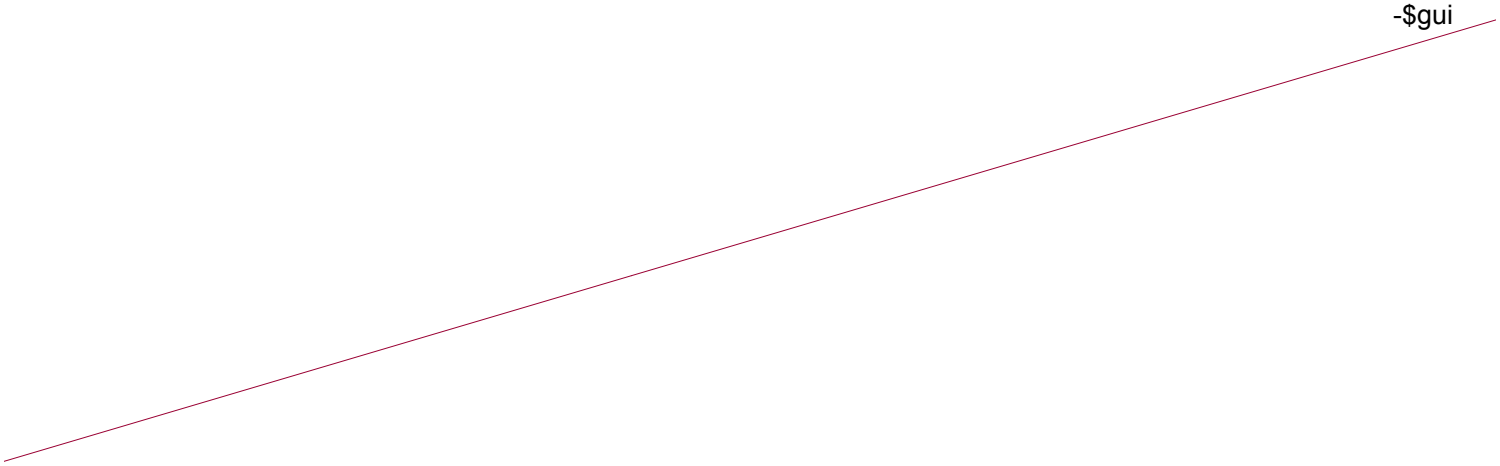
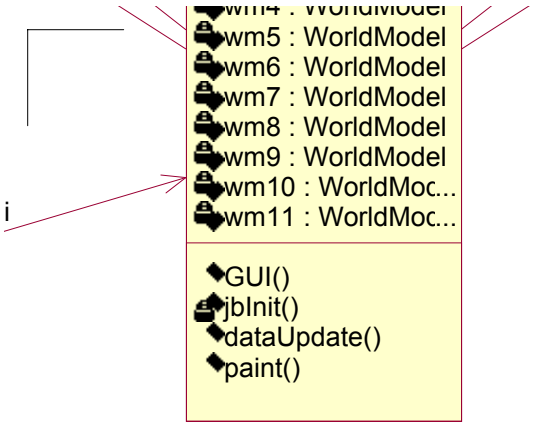

GUI
wm1 : WorldModel
wm2 : WorldModel
wm3 : WorldModel
wm4 : WorldModel
wm5 : WorldModel


teamName : String
goalie : boolean
communicationChannel : CommunicationChar...
eventHandler : EventHandler
strategy : Strategie
Player()
run()
getWorldModel()
RoboClient
player1 : Player
player2 : Player
player3 : Player
player4 : Player
player5 : Player
player6 : Player
player7 : Player
player8 : Player
player9 : Player
player10 : Play...
player11 : Play...
gui : GUI
RoboClient()
guiUpdate()
main()


-$gui


wm5 : WorldModel
wm6 : WorldModel
wm7 : WorldModel
wm8 : WorldModel
wm9 : WorldModel
wm10 : WorldMoc...
wm11 : WorldMoc...
i
GUI()
jbInit()
dataUpdate()
paint()