saved-mx, saved-my: NonNegNum

ht: NonNegNum

wd: NonNegNum

s: NonNegNum

r: PosInt

saved-mx, saved-my: NonNegNum

selected?: Boolean

x, y: NonNegNum

v: PosInt

selected?: Boolean

saved-mx, saved-my: NonNegNum

x, y: NonNegNum

t: PosInt

selected?: Boolean

v: PosInt

x, y: NonNegNum

saved-mx, saved-my: NonNegNum

selected?: Boolean

v: PosInt

x, y: NonNegNum

saved-mx, saved-my: NonNegNum

selected?: Boolean

tx, ty: NonNegNum

v: PosInt

t: Time

toys: ListOfToy<%>

Football%

Clock%

Throbber%%

Square%

PlayGroundState%

0 … \*

toy-y

toy-data

toy-x

Toy<%><%>

get-toys

target-selected?

target-y

target-x

PlayGroundState<%>

after-tick

after-button-up

after-button-down

after-drag

add-to-scene

to-scene

after-key-event

after-mouse-event

after-tick

Widget<%><%>

WorldState<%>