https://github.com/AidXylelele/go_lab_3

lang

(S) Parser

painter

(S) Loop
- ○ Receiver Receiver
- ○ MsgQueue messageQueue

uses   uses

(S) messageQueue
- ○ Queue []PainterOperation

(I) *Receiver*

uses

(C) []PainterOperation

(C) func (screen.Texture)

(I) *PainterOperation*

implements   **ui**

(S) Visualizer
- ○ Title string
- ○ Debug bool

alias of   implements   alias of implements

(T) PainterOperationList

(T) OperationFunc

implements

(S) Move
- ○ X int
- ○ Figures []*Figure

implements

(S) updateOperation

implements

(S) BgRectangle
- ○ X1 int

uses

(S) Figure
- ○ X int
- ○ C color.RGBA

implements

uses

color

(C) RGBA