

C Circle

○ cx : int
○ cy : int
○ r : int
○ fill : string
○ stroke : string
○ strokeWidth : string

● Circle(cx:int, cy:int, r:int, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C Line

○ x1 : int
○ y1 : int
○ x2 : int
○ y2 : int
○ stroke : string
○ strokeWidth : string

● Line(x1:int, y1:int, x2:int, y2:int, stroke:string, strokeWidth:string)
● printShape() : string

C Ellipse

○ rx : int
○ ry : int
○ cx : int
○ cy : int
○ fill : string
○ stroke : string
○ strokeWidth : string

● Ellipse(rx:int, ry:int, cx:int, cy:int, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C Factory

● GenerateShape(cmdCont:string[], canvas:List<string>) : void

C Path

○ coords : string
○ fill : string
○ stroke : string
○ strokeWidth : string

● Path(coords:string, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C Polyline

○ coords : string
○ fill : string
○ stroke : string
○ strokeWidth : string

● Polyline(coords:string, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C Polygon

○ coords : string
○ fill : string
○ stroke : string
○ strokeWidth : string

● Polygon(coords:string, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C assignment1

● Main(args:String[]) : void

C Rectangle

○ x : int
○ y : int
○ width : int
○ height : int
○ fill : string
○ stroke : string
○ strokeWidth : string

● Rectangle(x:int, y:int, width:int, height:int, fill:string, stroke:string, strokeWidth:string)
● printShape() : string

C CreateSVG

● CreateSVG(canvas:List<string>)

canvas<string>

C List`1

