<<interface>> Cloneable

ShapeFactory

+createShape():Shape

Shape

~c:Color

Shape()
Color()
setColor():void
getColor():Color
contains(int x,int y):abstract boolean
draw(Graphics grphcs):abstract void
(overriden)clone():Object

Circle

-x1:int
-y1:int
-radius:int

+Circle()
+setCircle():void
+setx1():void
+sety1():void
+setRadius():void
+getx1():int
+gety1():int
+getRadius():int

Line

-x1,y1:int
-x2,y2:int

+Line()
+setLine():void
+setx1():void
+sety1():void
+setx2():void
+sety2():int
+getx1():int
+gety1():int
+getx2():int
+gety2():int

Triangle

-x1,x2,x3:int
-y1,y2,y3:int
-n:int=3

+Triangle()
+setTriangle():void
+setx1():void
+setx2():void
+setx3():void
+sety1():void
+sety2():void
+sety3():void
+getN():int
+getx1():int
+getx2():int
+getx3():int
+gety1():int
+gety2():int
+gety3():int

Square

-x1,y1:int
-length:int

+Square()
+setSquare():void
+setx1():void
+sety1():void
+getx1():int
+gety1():int

Rectangle

-x1,y1:int
-length,width:int

+Rectangle()
+setRectangle():void
+setx1():void
+sety1():void
+getx1():int
+gety1():int
+setLength():void
+getLength():int
+setWidth():void
+getWidth():int

ShapeDecorator

-s:Shape

+ShapeDecorator

<<interface>> MouseListener

<<interface>> IMouseMotionListener

Board

~s:ArrayList<Shape>
~s1:ArrayList<Shape>
~x1,x2,y1,y2:int
~mode:int
~fill:boolean=false
~selected:Shape=null
~f:ShapeFactory
~currentColor:Color=Black

+Board()
+mouseClicked():void
+mousePressed():void
+mouseReleased():void
+mouseEntered():void
+mouseExited():void
+mouseDragged():void
+mouseMoved():void
+paintComponent():void

paintit

-Circle:jButton
-Line:jButton
-Triangle:jButton
-Rectangle:jButton
-Square:jButton
-Fill:jButton
-Copy:jButton
-Delete:jButton
-Resize:jButton
-Undo:jButton
-Redo:jButton
-Relocate:jButton
-Clear:jButton
-Black:jButton
-Blue:jButton
-Red:jButton
-Green:jButton
-Yellow:jButton

-jButtonPerformed:void
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