DrawShapeHandler.java <<Interface>> IShapeStrategy.java +update(List<Shape> globalShapeList): void +color(ShapeColor) : color +draw(): void EllipseOutline EllipseFilledInStrategy.java EllipseOutlineStrategy.java FilledInStrategy.java +color(ShapeColor): Color +color(ShapeColor) : Color +color(ShapeColor): Color +draw(): void +draw(): void +draw(): void RectangleFilledInStrategy.java RectangleOutline RectangleOutlineStrategy.java FilledInStrategy.java +color(ShapeColor): Color +color(ShapeColor) : Color +draw(): void +color(ShapeColor) : Color +draw() : void +draw() : void TriangleOutline TriangleOutlineStrategy.java TriangleFilledInStrategy.java FilledInStrategy.java +color(ShapeColor) : Color +color(ShapeColor) : Color +draw(): void +draw(): void +color(ShapeColor) : Color +draw(): void