CS3610 Final Exam
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UML Class Diagram

ControlOverseer

-registered: Button[*]

+register(button: Button): void
+unregister(button: Button): void
+printRegistered(): void
+update(direction: String): void

Button

-name: String

+*click(control: ControlOverseer): void*
+*move(dir: String): void*

ControlButton

-direction: String

+direction(): String
+direction(newdir: String): void

+click(control: ControlOverseer): void
+move(dir): void

RegButton

-locationx: int
-locationy: int
-registered: boolean

+locationx(): int
+locationx(newx: int): void
+locationy(): int
+locationy(newy: int): void

+click(control: ControlOverseer): void
+move(dir): void