

Relationship

+Relationship(UMLScene:Scene, group: Group, relationshipType:String) drawline(UMLScene:Scene,group Group, option:String): Orderwise drawAggregationOrComposition(Group group, double startX, double startY, double endX,

makeDraggable(): void updateRel(double startX, double startY, double endX, double endY): void

drawGeneralization(Group group, double startX, double startY, double endX, double endY):

drawDependency(Group group, double startX, double startY, double endX, double endY) : void

startingPointX: double

startingPointY: double
currentEndingPointX: double

newLine: Line

- relType: String - startXValue: double

startYValue: double

endYValue: double

- line: Line - rHead: Rectangle

- pHead: Polygon - plhead: Polyline

pivot: Circle

double endY,

getRelType() : String getStartXValue() : double

getStartYValue(): double

getEndXValue() : double getEndYValue() : double

whereAmI() : String

String color); void

currentEndingPointY: double

isLineBeingDrawn: boolean