C

~g
~carP
~make

-u
+initC

ScreenInfo

-X: int
-Y:int

CarController

-asAmount: int
PickerData: String
PickerData: String

update(): void
omponents(): void

CarView

-m_model: CarModel

#paintComponent(): void

Volvo240

-trimFactor: double

+incrementSpeed(): do
+decrementSpeed(): do

Extends

Car

#enginePower: double
#currentSpeed: double
#direction: double
#x: double:
#y: double

+gas(): void
+brake(): void
+getX(): double
+getY(): double
+move(): void
+speedFactor(): void
+incrementSpeed(): double
+decrementSpeed(): double

Extends

Saab

-turboOn: boolean

+setTurboOn(): v
+setTurboOff(): v

+incrementSpeed
+decrementSpeed

CarModel

//+ cars: type//
~cars: ArrayList<Car>
+CarWidth: int
+CarHeight: int

+getCars(): Iterable<Car>
+getMakes(): List<String>
+getCarsWithsRandom: List<String>
+update(): void
+collision(): void
~gas(): void
~brake(): void
~turboOn(): void
~turboOff(): void
~liftBed(): void
~liftBed(): void
~startCars(): void
~stopCars(): void
~addCar(): void
~removeCar(): void
~addRandom(): void
~addScania(): void
~addSaab(); void
~addVolvo(): void
+arrange(): void

Use

Movable

+move(); void
+turnLeft(); void
+turnRight(); void

Scania

-platformDegree:

+raiseRamp(): void
+lowerRamp(): void
+speedFactor(): void
+incrementSpeed():
+decrementSpeed():

Use

App

+ field: type

+ main(): void

uble
ouble

95	
n	
oid	
oid	
l(): double	
d(): double	

double	
double	