Описание классов.

**class** Interface{

ctx;

canvas;

currentFigure;

\_currentOperation;

\_options;

constructor(ctx, pointPathCanvasCtx, domElements);

getCurrentFigure();

getFigure(select);

setCurrentFigure(select);

setCurrentOperation(select);

selectFigure();

refreshFiguresList();

}

**class** Canvas{

\_items;

\_ctx;

constructor(ctx, pointPathCanvasCtx);

addPolygon(x, y, options);

addStar(x, y, options);

addCircle(x, y, options);

addItem(figure);

deleteItem(index);

draw();

getFigureIndexByCoord(x, y);

clear();

}

**class** Dot{

\_ctx;

\_x;

\_y;

\_color;

constructor(ctx, x, y, color);

draw(ctx);

getTitle();

toJson();

getFigureName();

getPosition();

move(x, y);

changeColor(color);

}

**class** Figure **extends** Dot{

\_width;

\_height;

\_angle;

\_borderWidth;

\_borderColor;

\_shadow;

constructor(ctx, x, y, width, height, angle, borderWidth, color, borderColor, shadow);

draw(ctx);

toJson();

getFigureName();

getPosition();

rotate(angle);

resize(width, height);

move(x,y);

changeBorderColor(borderColor);

changeBorderWidth(borderWidth);

setshadow(shadow);

}

**class** Circle **extends** Figure{

constructor(ctx, x, y, width, height, angle, borderWidth, color, borderColor, shadow);

getFigureName();

draw(ctx);

toJson();

}

**class** Polygon **extends** Figure{

\_sideCount;

constructor(ctx, x, y, width, height, angle, borderWidth, color, borderColor, sideCount, shadow);

getFigureName();

draw(ctx);

toJson();

changeSideCount(sideCount);

}

**class** Star **extends** Figure{

\_spikeCount;

constructor(ctx, x, y, width, height, angle, borderWidth, color, borderColor, spikeCount, shadow);

getFigureName();

draw(ctx);

toJson();

changeSpikeCount(spikeCount);

}