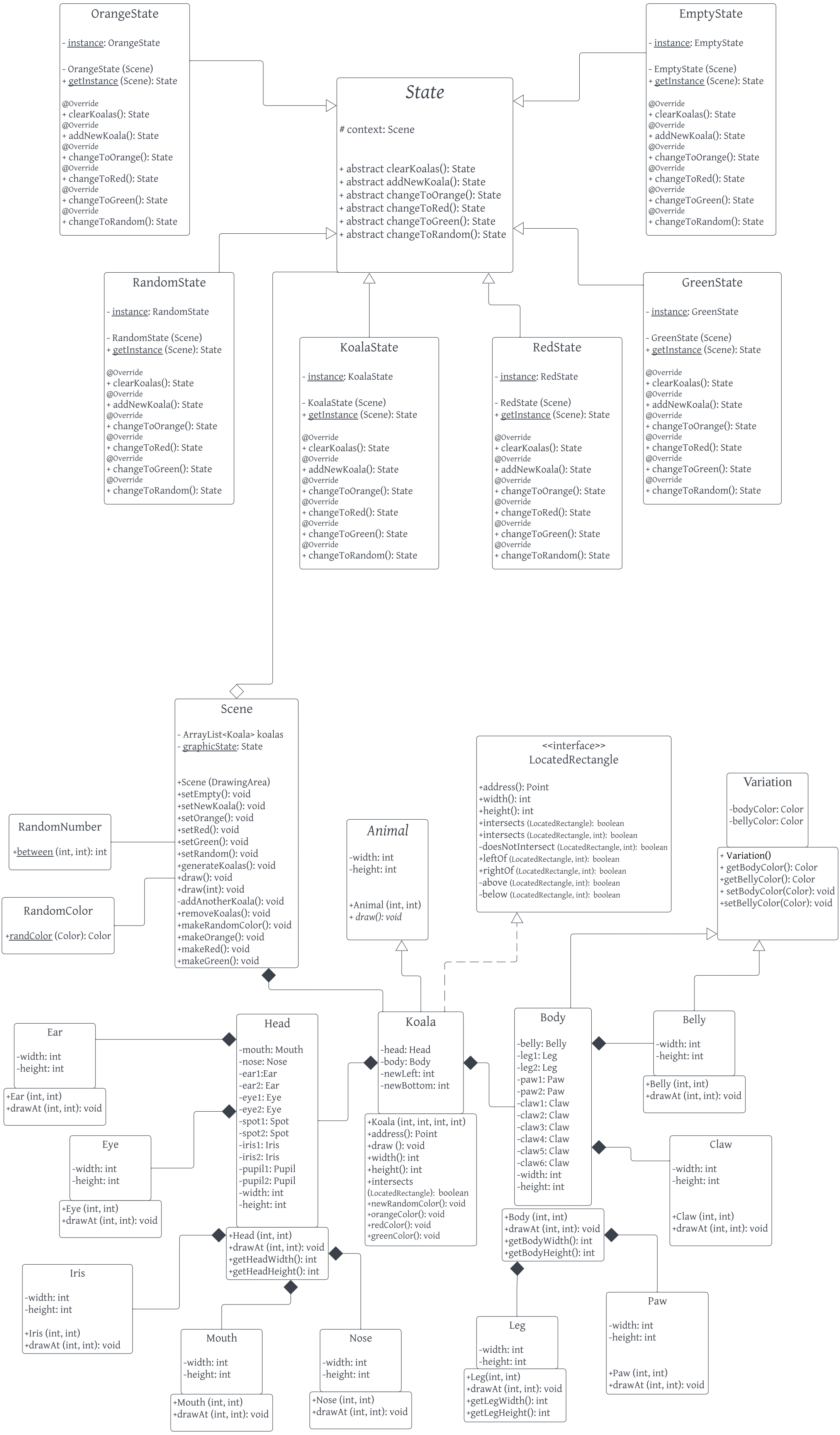
OrangeState
- instance: OrangeState
- OrangeState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
State
context: Scene
+ abstract clearKoalas(): State
+ abstract addNewKoala(): State
+ abstract changeToOrange(): State
+ abstract changeToRed(): State
+ abstract changeToGreen(): State
+ abstract changeToRandom(): State
EmptyState
- instance: EmptyState
- EmptyState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
RandomState
- instance: RandomState
- RandomState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
KoalaState
- instance: KoalaState
- KoalaState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
RedState
- instance: RedState
- RedState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
GreenState
- instance: GreenState
- GreenState (Scene)
+ getInstance (Scene): State
@Override
+ clearKoalas(): State
@Override
+ addNewKoala(): State
@Override
+ changeToOrange(): State
@Override
+ changeToRed(): State
@Override
+ changeToGreen(): State
@Override
+ changeToRandom(): State
Scene
- ArrayList<Koala> koalas
- graphicState: State
+Scene (DrawingArea)
+setEmpty(): void
+setNewKoala(): void
+setOrange(): void
+setRed(): void
+setGreen(): void
+setRandom(): void
+generateKoalas(): void
+draw(): void
+draw(int): void
-addAnotherKoala(): void
+removeKoalas(): void
+makeRandomColor(): void
+makeOrange(): void
+makeRed(): void
+makeGreen(): void
RandomNumber
+between (int, int): int
RandomColor
+randColor (Color): Color
Animal
-width: int
-height: int
+Animal (int, int)
+ draw(): void
<<interface>>
LocatedRectangle
+address(): Point
+width(): int
+height(): int
+intersects (LocatedRectangle): boolean
+intersects (LocatedRectangle, int): boolean
-doesNotIntersect (LocatedRectangle, int): boolean
+leftOf (LocatedRectangle, int): boolean
+rightOf (LocatedRectangle, int): boolean
-above (LocatedRectangle, int): boolean
-below (LocatedRectangle, int): boolean
Variation
-bodyColor: Color
-bellyColor: Color
+ Variation()
+ getBodyColor(): Color
+getBellyColor(): Color
+ setBodyColor(Color): void
+setBellyColor(Color): void
Ear
-width: int
-height: int
+Ear (int, int)
+drawAt (int, int): void
Head
-mouth: Mouth
-nose: Nose
-ear1:Ear
-ear2: Ear
-eye1: Eye
-eye2: Eye
-spot1: Spot
-spot2: Spot
-iris1: Iris
-iris2: Iris
-pupil1: Pupil
-pupil2: Pupil
-width: int
-height: int
+Head (int, int)
+drawAt (int, int): void
+getHeadWidth(): int
+getHeadHeight(): int
Koala
-head: Head
-body: Body
-newLeft: int
-newBottom: int
+Koala (int, int, int, int)
+address(): Point
+draw (): void
+width(): int
+height(): int
+intersects (LocatedRectangle): boolean
+newRandomColor(): void
+orangeColor(): void
+redColor(): void
+greenColor(): void
Body
-belly: Belly
-leg1: Leg
-leg2: Leg
-paw1: Paw
-paw2: Paw
-claw1: Claw
-claw2: Claw
-claw3: Claw
-claw4: Claw
-claw5: Claw
-claw6: Claw
-width: int
-height: int
+Body (int, int)
+drawAt (int, int): void
+getBodyWidth(): int
+getBodyHeight(): int
Belly
-width: int
-height: int
+Belly (int, int)
+drawAt (int, int): void
Eye
-width: int
-height: int
+Eye (int, int)
+drawAt (int, int): void
Claw
-width: int
-height: int
+Claw (int, int)
+drawAt (int, int): void
Iris
-width: int
-height: int
+Iris (int, int)
+drawAt (int, int): void
Mouth
-width: int
-height: int
+Mouth (int, int)
+drawAt (int, int): void
Nose
-width: int
-height: int
+Nose (int, int)
+drawAt (int, int): void
Leg
-width: int
-height: int
+Leg(int, int)
+drawAt (int, int): void
+getLegWidth(): int
+getLegHeight(): int
Paw
-width: int
-height: int
+Paw (int, int)
+drawAt (int, int): void