lang

S Parser

● Parse(in io.Reader) ([]painter.Operation, error)

painter

S Loop

○ Receiver Receiver
○ MsgQueue messageQueue

● Start(s screen.Screen)
● Post(op Operation)
● StopAndWait()

uses   *uses*

S messageQueue

○ Queue []Operation

● Push(op Operation)
● Pull() Operation

I Receiver

● Update(t screen.Texture)

uses

implements

S Visualizer

○ Title string
○ Debug bool

● OnScreenReady **func**(screen.Screen)

● Main()
● Update(t screen.Texture)

C []Operation

C **func**(screen.Texture)

I Operation

● Do(t screen.Texture) bool

alias of *implements*   *alias of* *implements*

implements   *implements*   *implements*

T OperationList

● Do(t screen.Texture) bool

T OperationFunc

● Do(t screen.Texture) bool

S Move

○ X int
○ Figures []*Figure

● Do(t screen.Texture) bool

S updateOp

● Do(t screen.Texture) bool

S BgRectangle

○ X1 int

● Do(t screen.Texture) bool

uses

S Figure

○ X int
○ C color.RGBA

● Do(t screen.Texture) bool

implements

uses

color

C RGBA