Model::Main

«utility»
Main

+main(args: String): void

JFrame

AccessCounter

-INSTANCE: AccessCounter
-accesses: HashMap<String Integer>

-AccessCounter()
+getInstance(): AccessCounter
+increment(key: String): Integer

JPanel

SwingImageDisplay

-currentImage: Image

+current(): Image
+show(image: Image): void
+paint(g: Graphics): void
-imageOf(image: Image): BufferedImage

«interface»
ImageDisplay

+show(image: Image): void
+current(): Image

MainFrame

~imageLoader: ImageLoader {readOnly}
-imageDisplay: ImageDisplay

+MainFrame(imageLoader: ImageLoader)
-toolBar(): JPanel
-prevButton(): JButton
-prevImage(): ActionListener
-nextButton(): JButton
-nextImage(): ActionListener
-imageDisplay(): JPanel
+getImageDisplay(): ImageDisplay

«interface»
ImageLoader

+prev(): Image
+next(): Image
+load(): Image

HashMap

«interface»
Image

+stream(): InputStream
+name(): String

FileImageLoader

-current: int

+FileImageLoader(folder: File)
-imageTypes(): FileFilter
+load(): Image
+next(): Image
+prev(): Image

int

File[]

ProxyImage

-realImage: Image {readOnly}

+ProxyImage(file: File)
+name(): String
+stream(): InputStream
-getStream(file: File): InputStream

RealImage

-stream: InputStream {readOnly}
-name: String {readOnly}

+RealImage(name: String, stream: InputStream)
+name(): String
+stream(): InputStream

String

InputStream