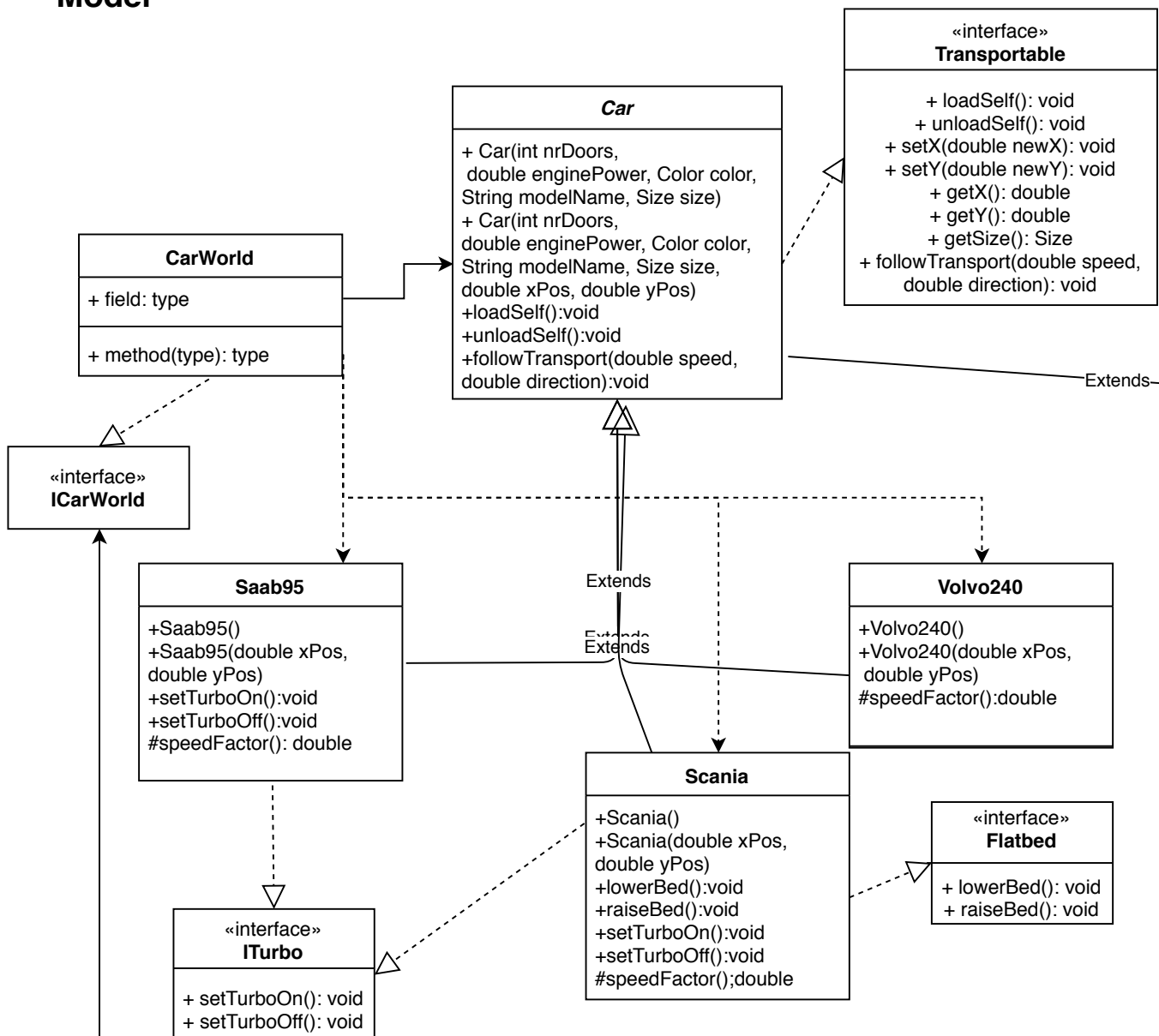
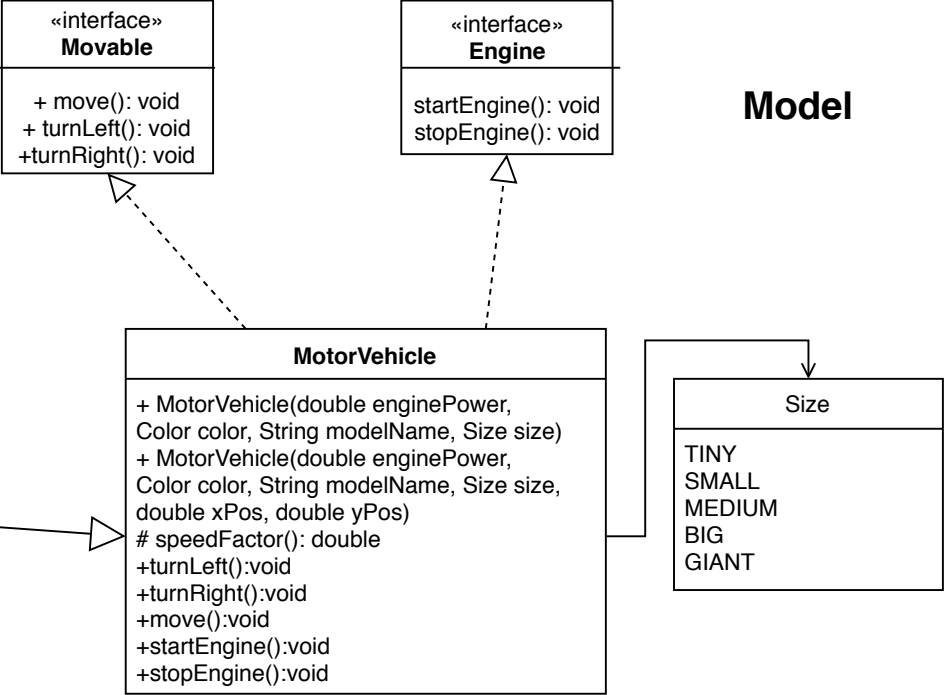


Model



Controller & View





Model

Model

Controller

CarController

~ CarView
- collidingWithWall(double, double, double): boolean
- updatePicturePos():void
- updateFrame():void
- listenForMethod():void

Timer

TimerListener

+ field: type
+ actionPerformed(ActionEvent): void

View

«interface»
ICarView

CarView

+ DrawPanel
+ CarView(String frameName, CarController cc)
- initComponents(String title): void

DrawPanel

+int CAR_WIDTH
+int CAR_HEIGHT
DrawPanel(int x, int y)

