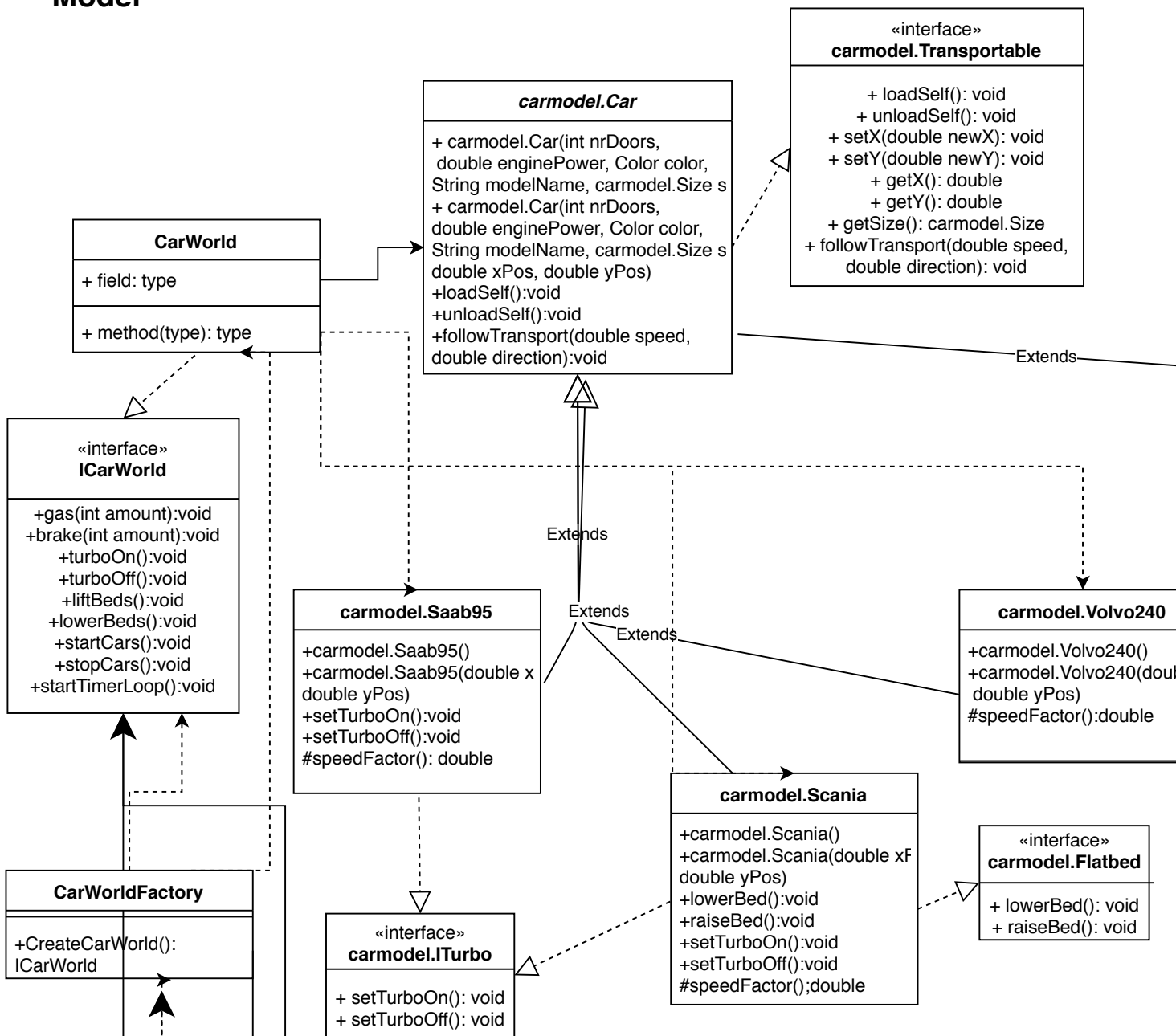
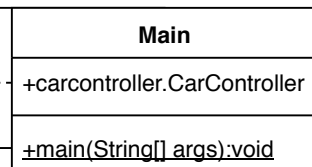
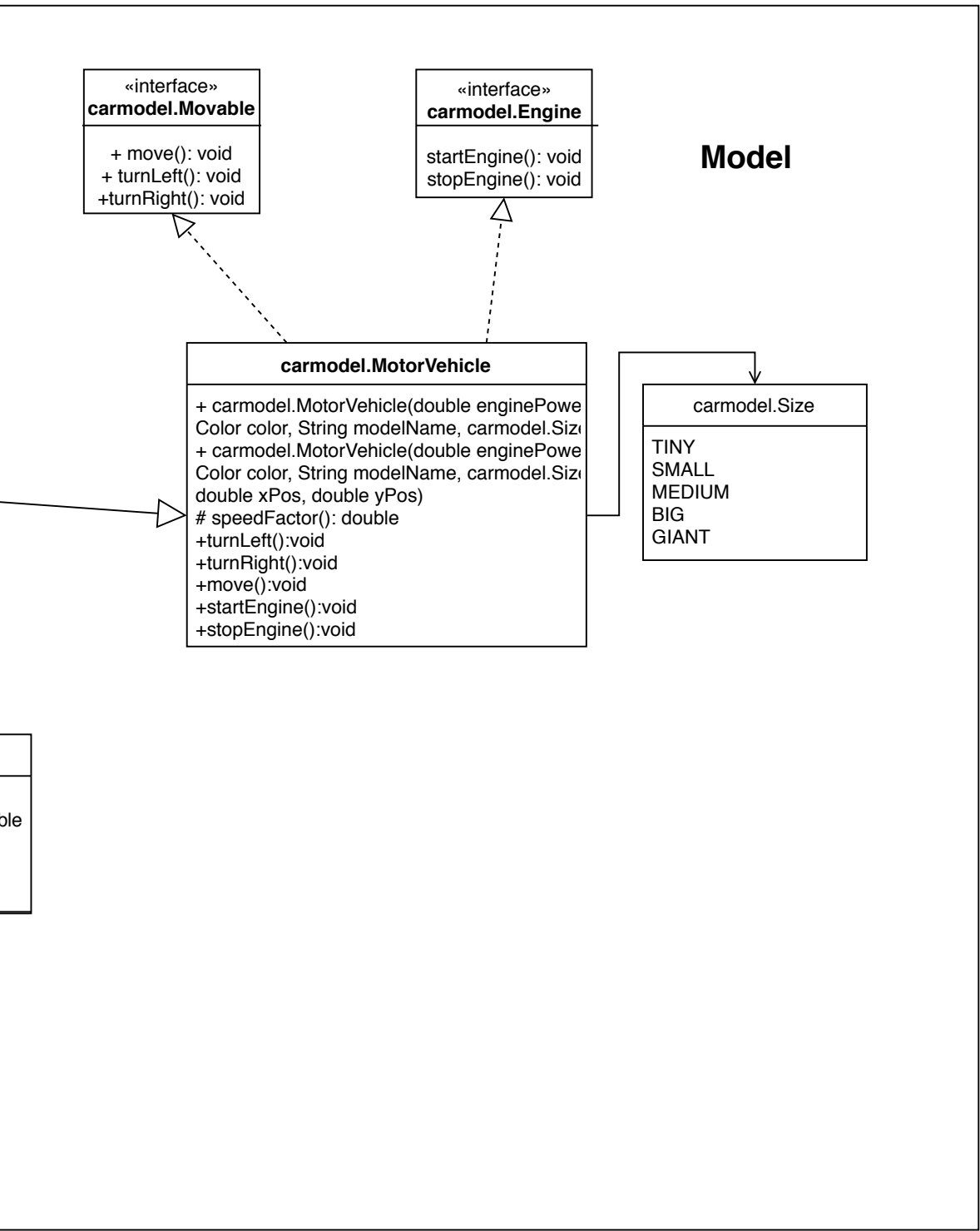


Model



Controller & View





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Model

Controller

carcontroller.CarController

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

View

CarViewFactory

+ createCarView(String
frameName):!CarView

«interface»
ICarView

+getWidth():int
+getHeight():int
+updatePosAndImg(
int x, int y,
String ObjectName):void
+repaint():void

carview

+ carview.DrawPanel

+carview(
String frameName):void

carview.DrawPanel

+int CAR_WIDTH
+int CAR_HEIGHT

carview.DrawPanel(int x, int

