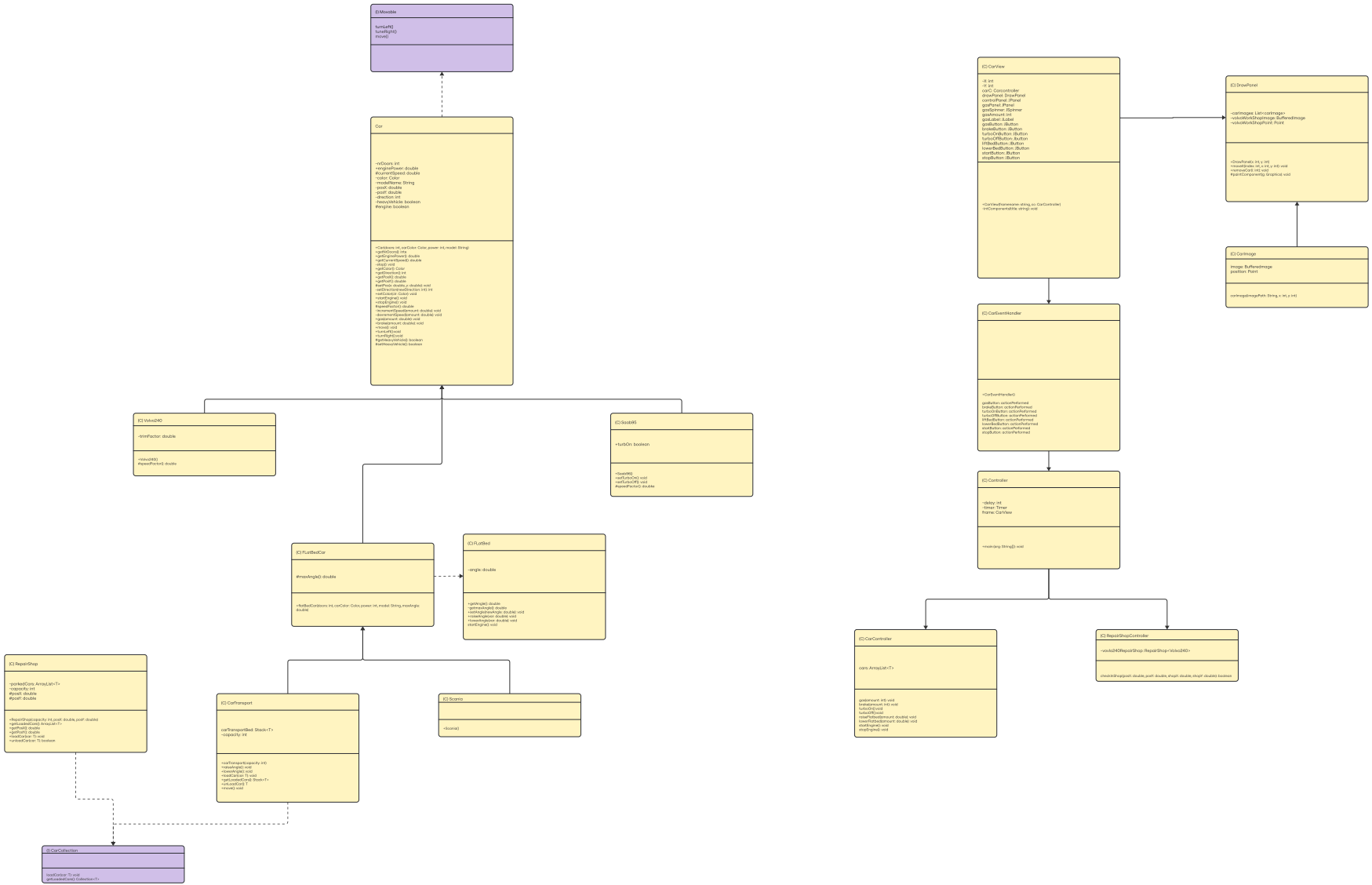
(I) Movable
turnLeft()
turnRight()
move()
Car
-nrDoors: int
-enginePower: double
#currentSpeed: double
-color: Color
-modelName: String
-posX: double
-posY: double
-direction: int
-heavyVehicle: boolean
#engine: boolean
+Car(doors: int, carColor: Color, power: int, model: String)
+getNrDoors(): int
+getEnginePower(): double
+getCurrentSpeed(): double
+stop(): void
+getColor(): Color
+getDirection(): int
+getPosX(): double
+getPosY(): double
#setPos(x: double, y: double): void
-setDirection(newDirection: int): int
+startEngine(): void
+stopEngine(): void
+isEngine(): boolean
#speedFactor(): double
-decrementSpeed(amount: double): void
-incrementSpeed(amount: double): void
+gas(amount: double): void
+brake(amount: double): void
+turnOn(): void
+turnLeft(): void
+turnRight(): void
#getHeavyVehicle(): boolean
#setHeavyVehicle(): boolean
(C) Volvo240
-trimFactor: double
+volvo240()
#speedFactor(): double
(C) Scania95
+turbOn: boolean
+Scania95()
-setTurboOn(): void
-setTurboOff(): void
#speedFactor(): double
(C) FlatBedCar
#maxAngle(): double
+FlatBedCar(doors: int, carColor: Color, power: int, model: String, maxAngle: double)
(C) FlatBed
-angle: double
+getAngle(): double
-getmaxAngle(): double
+setAngle(pos: double): void
+raiseAngle(pos: double): void
+lowerAngle(pos: double): void
startEngine(): void
(C) RepairShop
-carAllCars: ArrayList<T>
-capacity: int
#posX: double
#posY: double
+RepairShop(capacity: int, posX: double, posY: double)
+getLoadedCars(): ArrayList<T>
+getPosX(): double
+getPosY(): double
+loadCar(car: T): void
+unloadCar(car: T): boolean
(C) CarTransport
carTransportBed: Stack<T>
-capacity: int
+carTransport(capacity: int)
+raiseAngle(): void
+lowerAngle(): void
+startEngine(): void
+getLoadedCars(): Stack<T>
+unLoadCar(): T
+move(): void
(C) Scania
+Scania()
(I) CarCollection
+loadCar(car: T): void
-getLoadedCars(): Collection<T>
(C) CarView
-X: int
-Y: int
carC: CarController
carDrawPanel: DrawPanel
controlPanel: JPanel
gasPanel: JPanel
gasSpinner: JSpinner
gasAmount: int
gasLabel: JLabel
gasButton: JButton
brakeButton: JButton
turboOnButton: JButton
turboOffButton: JButton
liftBedButton: JButton
lowerBedButton: JButton
startButton: JButton
stopButton: JButton
+CarView(framename: string, cc: CarController)
-initComponents(title: string): void
(C) DrawPanel
-carImages: List<carImage>
-volvoWorkShopImage: BufferedImage
-volvoWorkShopPoint: Point
+DrawPanel(x: int, y: int)
+moveBrake(x: int, y: int, y: int): void
+removeCar(i: int): void
#paintComponent(g: Graphics): void
(C) CarImage
image: BufferedImage
position: Point
+carImage(imagePath: String, x: int, y: int)
(C) CarEventHandler
+CarEventHandler()
gasButton: actionPerformed
brakeButton: actionPerformed
turboOnButton: actionPerformed
turboOffButton: actionPerformed
liftBedButton: actionPerformed
lowerBedButton: actionPerformed
startButton: actionPerformed
stopButton: actionPerformed
(C) Controller
-delay: int
-timer: Timer
frame: CarView
+main(arg: String[]): void
(C) CarController
cars: Array<List<T>
gas(amount: int): void
brake(amount: int): void
turboOn(): void
turboOff(): void
raiseFlatbed(amount: double): void
lowerFlatbed(amount: double): void
startEngine(): void
stopEngine(): void
(C) RepairShopController
-volvo240RepairShop: RepairShop<Volvo240>
checkIntRange(posX: double, posY: double, shopX: double, shopY: double): boolean