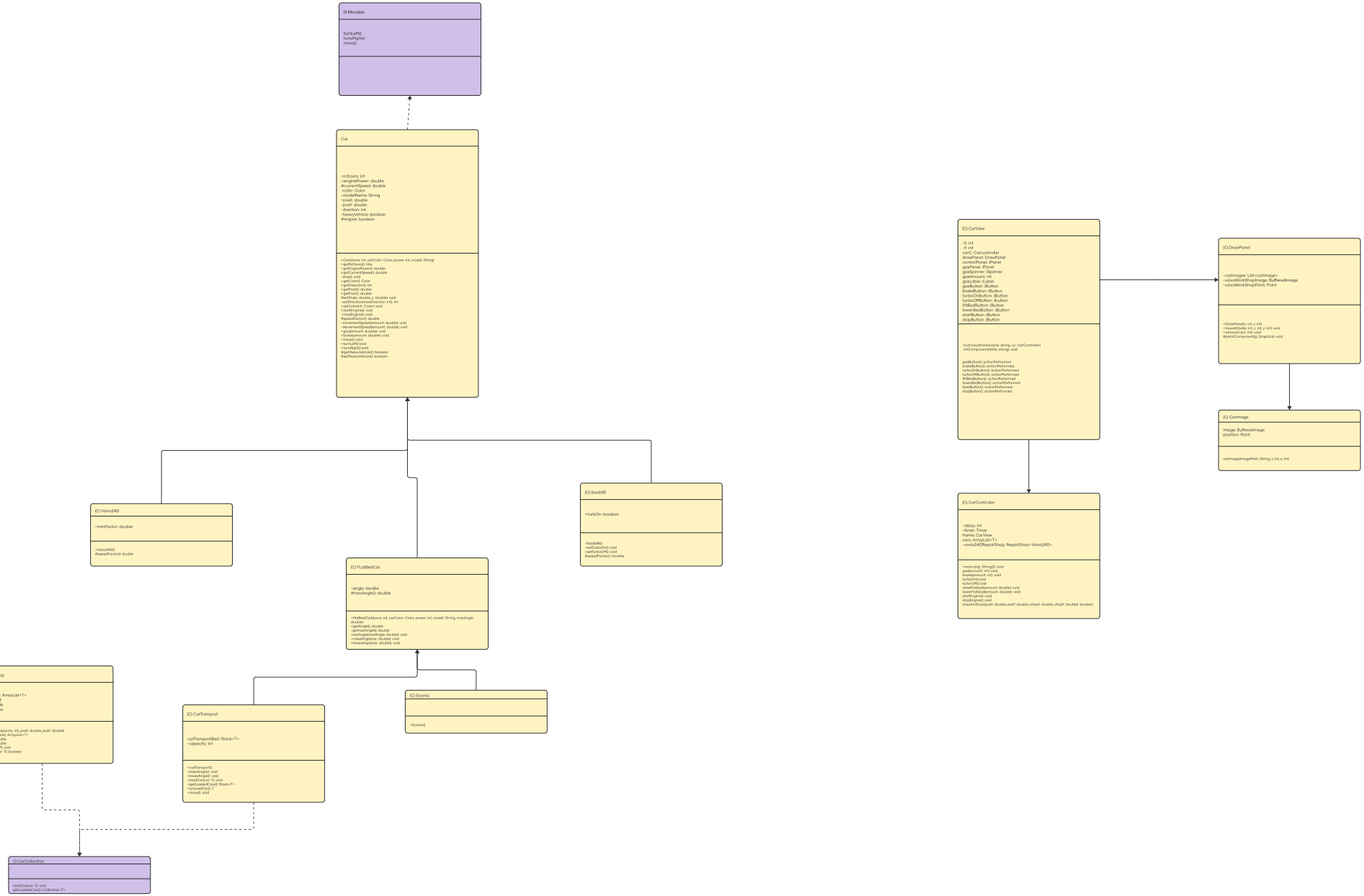
(I) Movable
turnLeft()
turnRight()
move()
Car
-nrDoors: Int
+enginePower: double
#cumentSpeed: double
-color: Color
-modelName: String
-posX: double
-posY: double
-direction: Int
-heavyVehicle: boolean
#engine: boolean
+Car(doors: Int, carColor: Color, power: Int, model: String)
+getNrDoors(): Int
+getEnginePower(): double
+getCurrentSpeed(): double
+stop(): void
+getColor(): Color
+setColor(c: Color): void
+getPosX(): double
+getPosY(): double
#setPos(x: double, y: double): void
-setDirection(newDirection: Int): Int
+setColor(c: Color): void
+startEngine(): void
+stopEngine(): void
#speedFactor(): double
-incrementSpeed(amount: double): void
-decrementSpeed(amount: double): void
+gas(amount: double): void
+brake(amount: double): void
+move(): void
+turnLeft():void
+turnRight():void
#getHeavyVehicle(): boolean
#setHeavyVehicle(): boolean
(C) Volvo240
-trimFactor: double
+Volvo240()
#speedFactor(): double
(C) Saab95
+turbOn: boolean
+Saab95()
+setTurboOn(): void
+setTurboOff(): void
#speedFactor(): double
(C) FlatBedCar
-angle: double
#maxAngle(): double
+FlatBedCar(doors: Int, carColor: Color, power: Int, model: String, maxAngle: double)
+getAngle(): double
-getmaxAngle(): double
+setAngle(newAngle: double): void
+raiseAngle(var: double): void
+lowerAngle(var: double): void
(C) RepairShop
-parkedCars: ArrayList<T>
-capacity: Int
#posX: double
#posY: double
+RepairShop(capacity: int, posX: double, posY: double)
+getLoadedCars(): ArrayList<T>
+getPosX(): double
+getPosY(): double
+unloadCar(car: T): void
+unloadCar(car: T): boolean
(C) CarTransport
carTransportBed: Stack<T>
-capacity: Int
+carTransport()
+raiseAngle(): void
+lowerAngle(): void
+loadCar(car: T): void
+getCarTransportBed(): 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
drawPanel: 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
gasButton() actionPerformed
brakeBtn() actionPerformed
turboOnButton() actionPerformed
turboOffButton() actionPerformed
liftBedButton() actionPerformed
lowerBedButtton() actionPerformed
startButton() actionPerformed
stopButton() actionPerformed
(C) DrawPanel
-carImage: List<CarImage>
-volvoWorkShopImage: BufferedImage
-volvoWorkShopPoint: Point
+DrawPanel(x: int, y: int)
+moveit(pX: int, x: int, y: int): void
+removeCar(): int): void
#paintComponent(g: Graphics): void
(C) CarImage
image: BufferedImage
position: Point
carImage(imagePath: String, x: int, y: Int)
(C) CarController
-delay: int
-timer: Timer
frame: CarView
cars: ArrayList<T>
-volvo240RepairShop: RepairShop<Volvo240>
+main(arg: String[]): void
gas(amount: int): void
brake(amount: int): void
turboOn():void
turboOff():void
raiseBed(amount: double): void
lowerBed(amount: double): void
startEngine(): void
stopEngine(): void
checkIntPos(posX: double, posY: double, shopX: double, shopY: double): boolean