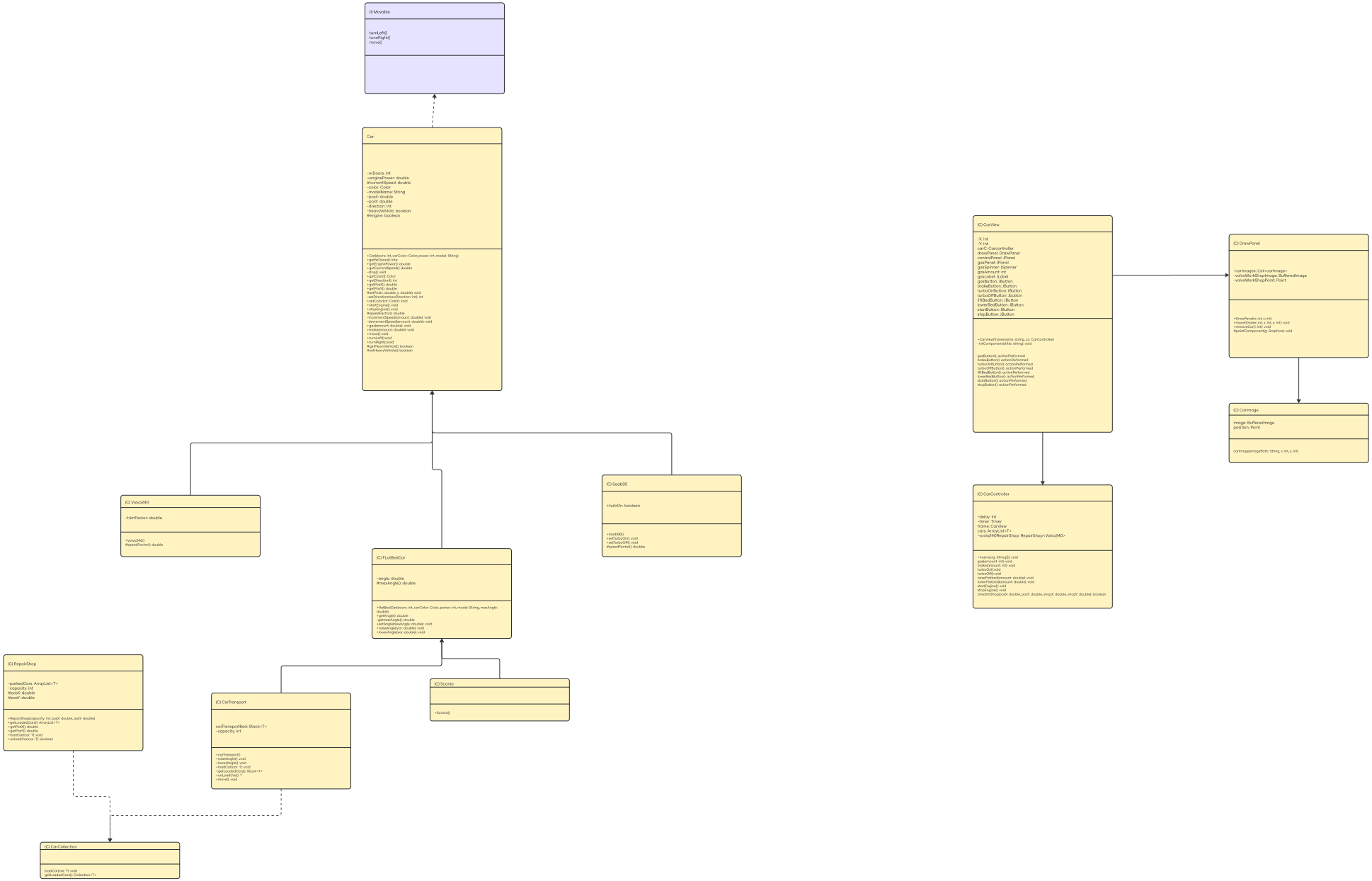
(I) Movable
turnLeft()
turnRight()
move()
Car
-nrDoors: int
+enginePower: double
#cumentSpeed: double
-color: Color
-modelName: String
-posX: double
-posY: double
-direction: int
-heavyVehicle: boolean
#engine: boolean
+Car(doors: int, carColor: Color, power: int, model: String)
+getNrDoors(): int
+getEnginePower(): double
+getCurrentSpeed(): double
+stop(): void
+getColor(): Color
+getDirection(): int
+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
+setSpeed(s: double) void
+gasAmount(a: 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>
+getPosY(): double
+getPosX(): double
+loadCar(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()
(C) 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: Button
liftBedButton: JButton
lowerBedButton: JButton
startButton: JButton
stopButton: JButton
+CarView(frametname: 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(index: int, x: 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) CarController
-delay: int
-timer: Timer
frame: CarView
cars: ArrayList<T>
-volvo240RepairShop: RepairShop<Volvo240>
+main(arg: String[]): void
gasAmount: int): void
brakeAmount: int): void
turboOn():void
turboOff():void
raiseTrayAmount: double): void
lowerTrayAmount: double): void
startEngine(): void
stopEngine(): void
checkIntShape(posX: double, posY: double, shapX: double, shapY: double): boolean