painter

lang

S Parser

○ Parse(in io.Reader) ([]painter.Operation, error)

C []Operation

C func(screen.Texture)

S messageQueue

I *Operation*

● Do(t screen.Texture) bool

Loop

○ Receiver Receiver

● Start(s screen.Screen)
● MessageProcess()
● Post(op Operation)
● StopAndWait()

alias of

implements

alias of   implements

implements

implements

implements

implements

uses

T OperationList

● Do(t screen.Texture) bool

T OperationFunc

● Do(t screen.Texture) bool

S Move

○ X int
○ Figures []*Figure

● Do(t screen.Texture) bool

S BgRectangle

○ Rect image.Rectangle

● Do(t screen.Texture) bool

S updateOp

● Do(t screen.Texture) bool

I *Receiver*

● Update(t screen.Texture)

uses   uses

implements

uses

S Figure

○ X int

● Do(t screen.Texture) bool

Image

C Rectangle

implements

S Visualizer

○ Title string
○ Debug bool

● OnScreenReady func(screen.Screen)

● Main()
● Update(t screen.Texture)