

lang

S

State

- Reset()
- OperationList() painter.OperationList
- AddOperation(op painter.Operation)
- GetFigures() []*painter.Figure

S

Parser

- Parse(in io.Reader, state *State) ([]painter.Operation, error)

painter

C []Operation

C func(screen.Texture)

S messageQueue

I Operation

- Do(t screen.Texture) bool

S

Loop

- Receiver Receiver
- Start(s screen.Screen)
- Post(op Operation)
- StopAndWait()

uses

I Receiver

- Update(t screen.Texture)

T OperationList

- Do(t screen.Texture) bool

T OperationFunc

- Do(t screen.Texture) bool

S Figure

- Do(t screen.Texture) bool

S updateOp

- Do(t screen.Texture) bool

extends

S MoveOp

extends

S ResetOp

extends

S BgRectOp

extends

S FillOp

implements

S

Visualizer

- Title string
- Debug bool
- OnScreenReady func(screen.Screen)
- Main()
- Update(t screen.Texture)