



Buildings.java (Interface)
int enviScore int points Image unsustainable Image sustainable
setScore setPoints

Main.java
Has-A: Draw ResourceManagement
main()

ResourceBuildings.java (Interface)
int resource Given Timer timer
giveResources()

ResourceManagement.java
static int resource static int points static int environmentScore Timer timer static int houseCount static int storeCount static int factoryCount static int solarCount
getResource() setResource() getPoints() setPoints() getEnviScore() setEnviScore() endGame() setHouseCount() (x4, for each building)

Timer.java
API methods
API methods

Draw.java
JPanel panel JFrame score JFrame points JFrame resources JButton buyBuilding (x4)
drawPanel() repaint() actionEvent() paintComponent()

House.java
Building's fields
Building's methods

Store.java
Building's fields
Building's methods

Factory.java
Building's fields ResourceBuilding's fields
Building's methods ResourceBuilding's methods

Solar.java
Building's fields ResourceBuilding's fields
Building's methods ResourceBuilding's methods