

Intelligent Turtle

+Iterations: Int +atom: String +ruleSet: Object

+turtleStack: List<State> +saveBracket: Boolean +savePoint: Boolean

+state: State

+setCurrentState(state: State): void

+updateState(): void

+produceString(atom, ruleSet, Iterations): atom

+drawString(string, angle): drawTurtle

+saveTurtle(): void +restoreTurtle(): void +turnRight(angle): void +turnLeft(angle): void

Navigator

+atom: String +givenRule: String +iterations: int

+rulesObject: Object

+check(): void

+drawString1(string: String): void

+drawString2(atom: String, givenRule: String, Iterations: int): void +drawString3(atom: String, rulesObject: Object, Iterations: int): void