

Team: Chef

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Pd 1.

UML

Visualizer

```
+ ArrayList<Button> structures;  
+ ArrayList<TextBox> textBoxes;  
+ TextBox focus;  
+ ArrayList<Button> useInput;  
+ int dataStructure  
ArrayList<Integer> a1;  
LinkedList<Integer> sll;  
LinkedList<Integer> dll;  
Stack<Integer> st;  
TreeNode<Integer> t;  
void setup();  
void draw();  
void mousePressed();  
void keyPressed();  
void changeStructure(int action);  
void displayA1();  
void displayA1H1L();  
void displaySll(int x, int y, int len, int wid);  
void drawCross(int x1, int x2, int y1, int y2);  
void drawArrow(int x1, int x2, int y1, int y2);  
void drawArrowRight(int x1, int x2, int y1, int y2);  
void drawArrowLeft(int x1, int x2, int y1, int y2);  
void displayD1L();  
void displaySt();  
void displayBt();  
void displayBtNode();
```

Button

```
+ int x, y, len, wid;  
+ String text;  
+ int actionID;  
int getActionID();  
void display();  
boolean contains();
```

TextBox

```
+ int x, y, len, wid;  
+ String label;  
+ String text;  
void display();  
boolean contains();
```