UML Nathan DS | December 6, 2019 Obserrvable Obserrver View Model Scene SceneView spacecraft:Spacecraft model:Scene Scene():Scene getSpacecraft():Spacecraft SceneView(Scene):SceneView getPreferredSize():Dimension update(double):void paintComponent(Graphics):void update(Observable, Object):void Launcher PERIOD:int = 50 view:SceneView model:Scene Launcher():Launcher Spacecraft x:double Spacecraft y:double shape:Polygon Spacecraft():Spacecraft getX(): int draw(Graphics, int, int, double):void getY(): int getDimension():Dimension setX(): int setY(): int move(double):void