

Spacecraft (model)
- x : int - y : int
+ getX() : int + getY() : int + setX(int) + setY(int) + move(double)

Scene
- spacecraft : Spacecraft
+ getSpacecraft() : Spacecraft + update(double)

Spacecraft (view)
+ shape : Polygon
+ draw(Graphics, int, int, double) + getDimension()

SceneView
- model : Scene
+ getPreferredSize() : Dimension + paintComponent(Graphics) + update(Observable, Object)