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**Date: May 25, 2016**  
**Class: ICS 4U**  
**Program: Final Project UML**

**CubeRight class**

CubeRight extends CubeAbstact
- forward, backward: boolean
CubeRight() CubeRight(aX: double, aY: double, bX: double, bY: double, cX: double, cY: double, dX: double,dY: double, eX: double, eY: double, fX: double, fY: double, gX: double, gY: double)  + draw(g2: Graphics2D): void + move(): void

**CubeLeft class**

CubeLeft extends CubeAbstract
- foward, backward: boolean
CubeLeft() CubeLeft(aX: double, aY: double, bX: double, bY: double, cX: double, cY: double, dX: double,dY: double, eX: double, eY: double, fX: double, fY: double, gX: double, gY: double)  + draw(g2: Graphics2D): void + move(): void

**CubeAbstract Class:**

CubeAbstract
- aX, aY, bX, bY, cX, cY, dX ,dY, eX, eY, fX, fY, gX, gY: double - sR[], sG[], sB[], dR[], dG[], dB[], IR[], IG[], IB[]: int - speed: double

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+ getaX(): double
+ getbX(): double
+ getcX(): double
+ getdX(): double
+ geteX(): double
+ getfX(): double
+ getgX(): double
+ getaY(): double
+ getbY(): double
+ getcY(): double
+ getdY(): double
+ geteY(): double
+ getfY(): double
+ getgY(): double
+ setCube(aX: double, aY: double, bX: double, bY: double, cX: double, cY: double, dX: double, dY: double,
  eX: double, eY: double, fX: double, fY: double, gX: double, gY: double)
+ setSpeed(s: double): void
+ decelerate(): void
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