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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) + 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) + move(): void

CubeAbstract Class:

CubeAbstract
- aX, aY, bX, bY, cX, cY, dX ,dY, eX, eY, fX, fY, gX, gY: double - sR, sG, sB: int - speed: double - forward,backward: boolean

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+ draw(g2 Graogucs2D): void
+ move(): abstract void
+ 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
+ getSpeed: double
+ setaX(aX1: double): void
+ setbX(bX1: double): void
+ setcX(cX1: double): void
+ setdX(dX1: double): void
+ seteX(eX1: double): void
+ setfX(fX1: double): void
+ setgX(gX1: double): void
+ setaY(aY1: double): void
+ setbY(bY1: double): void
+ setcY(cY1: double): void
+ setdY(dY1: double): void
+ seteY(eY1: double): void
+ setfY(fY1: double): void
+ setgY(gY1: double): void
+ setRGB(r1: int, g1:int, b1:int): void
+ 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
```