Transformation (Interface)

Create a hashmap <ShapeName, Ishape>: this is used to access the specific shape in the list of shapes.

* Void addShape (): this method is to add a new shape to the hashmap list.
* Void removeShape (ShapeName): to remove a specified shape in the list
* New hashnap setMotion(ShapeName): (i.e. we are change the color of the rectangle from t10 to t100…)
  + R.moveTo(Position other ,startTick, endTick)
  + Etc.
* GetShapesAtTick(Tick)
  + Return a collection of shapes at the given time (get the mutated shape list???)

TransformationImp

Shapes (Interface)

* getShapeName (): String -> get the specific name or key value of the Shape
* getInitPosition (): Position -> get the current Position of the Shape
* getInitColor(): enum -> get the current Color of the Shape
* getInitShape(): enum- > get the current Color of the Shape

Color enum:

* RED, BLUE

Shape enum:

RECTANGLE, OVAL

Implements AbstractShape

extends Rectangle

extends Oval

Position class

IMotion (Interface)

* moveTo (Position other, startTick, endTick) :new ShapeImp
* changeColor(Color other, startTick, endTick): new ShapeImp
* scaling (factor, startTick, endTick): new ShapeImp

IMotionImpl