lang

S Parser

Parse(in io.Reader) ([]painter.Operation, error)

painter

S Loop
- Receiver Receiver
- Mq messageQueue
- Start(s screen.Screen)
- Post(op Operation)
- StopAndWait()

uses ... *uses*

S messageQueue
- Ops []Operation
- Push(op Operation)
- Pull() Operation
- Empty() bool

I Receiver
- Update(t screen.Texture)

uses

I Operation
- Do(t screen.Texture) bool

C []Operation

C func(screen.Texture)

alias of *implements*   *alias of implements*

T OperationList
- Do(t screen.Texture) bool

T OperationFunc
- Do(t screen.Texture) bool

S updateOp
- Do(t screen.Texture) bool

implements

S BgRect
- X1 int
- Y1 int
- X2 int
- Y2 int
- Do(texture screen.Texture) bool

implements

S MoveFigures
- X int
- Y int
- Figures []*TFigure
- Do(texture screen.Texture) bool

implements

S TFigure
- X int
- Y int
- Do(texture screen.Texture) bool

uses

implements ... *implements*

S Visualizer
- Title string
- Debug bool
- OnScreenReady func(screen.Screen)
- Main()
- Update(t screen.Texture)

Go_Man IM-24, lab3, architecture