Diagrama de clases

Starter

Main()

Window

width: int Height: int

rgb: ColorSliders colors: ColorButtons archivos: Archivo canvas: Canvas

Components() mouseClicked() mousePressed()

Archivo

eraseBtn: JButton saveAsBtn: JButton openBtn: JButton

Components()

ColorStiders

Red, Green, blue: JSI iders

CurrentColor: Color

Colors: List

getColor()
setColor()
Components()

stateChanged()

actionPreformed()

ColorButtons

red, green, blue, yellow, black, white, col1, col2, col3, col4, col5, col6:

JButton

CurrentColor: Color

Colors: List

setColor()
Components()
actionPreformed()

Canvas

X: int Y: int

Img: BufferedImage

Gfx: Graphics PIXEL_SIZE: int

Width: int Height: int

Components()
paintComponent()
setImage()
getGraphic()
paintPixel()
drawSquareGrid()
mouseClicked()
mouseDragged()
mouseEntered()
mouseExited()