AppRunner	
• Starts the program • Creates a thread for the GUI objects (actions, view, etc) • Creates a GUI actions Object • Makes the GUI visible	• none • none • GUIobjects • GUIfrontEnd

GUIactions	
• Set the Pattern • Load a pattern (as text) • Save a pattern (as text) • Pick a color from the GUI • Demo the LED strip (x amount of boxes on the screen using hex color)	• GUIobject • none • none • GUIfrontEnd • GuifrontEnd

GUIobjects	GUIobject
• extends the GUI object	• GUIobject

GUIobject	GUIobjects
• sets patterns • returns properties from the PixelControl when prompted • Creates a thread, and puts a PixelControl object within it	• PixelControl • PixelControl • none(?)

PixelControl	GUIobject
• Creates a Pixel array • decodes patterns and sets individual pixels certain colors • returns properties from Pixels when prompted (strip length, sent serial comms, etc) • get Pixel values • Returns whether the LED strip is set up as a matrix (a panel rather than a strip) • Creates a SerialComms thread and object • send commands(Strings) to the SerialComms object	• Pixel • Pixel • Pixel • Pixel • none • SerialComms • SerialComms

Pixel	RGB
• Set a color on an individual LED • set an average Color on a individual LED • set a smart average on a individual LED • get the x and y position of this LED	• RGB • RGB • RGB • RGB

Abstract RGB	Pixel
• Set Red • Set Green • Set Blue • Get Red • Get Green • Get Blue	• Pixel • Pixel • Pixel • none • none • none

Abstract **SerialComms**	
• Return if it can send another command yet • Return any Strings sent from the Arduino • Get a command and send it to the buffer • Create an array of Strings as a command buffer	• none • none • PixelControl • none