MoveableShape

+translate(i:int,j:int):void
+draw(g2:Graphics2D):void

Car Shape

-x:int
-y:int
-width:int

+CarShape(x:int,y:int,width:int)
+translate(dx:int,dy:int):void
+draw(g2:Graphics2D):void

Shape Icon

-width:int
-height:int
-shape:MoveableShape
-cars: ArrayList <MoveableShape>

+ShapeIcon(shape:MoveableShape,width:int,height:int)
+getIconWidth():int
+getIconHeight():int
+paintIcon(c:Component,g:Graphics,x:int,y:int):void

Icon

Animation Tester

-static final ICON_WIDTH:int
-static final ICON_HEIGHT:int
-static final CAR_WIDTH:int

+static main(args:String[]):void