

Screen
+ WIDTH: int + HEIGHT: int -image: BufferedImage - pixels[]: int
+ Screen(int,int) + renderSprite(int,int,Sprite): void + getImage(): BufferedImage

Sprite
+x: int +y: int +width: int +height: int +spriteSheet: SpriteSheet
+Sprite(int,int,int,SpriteSheet)

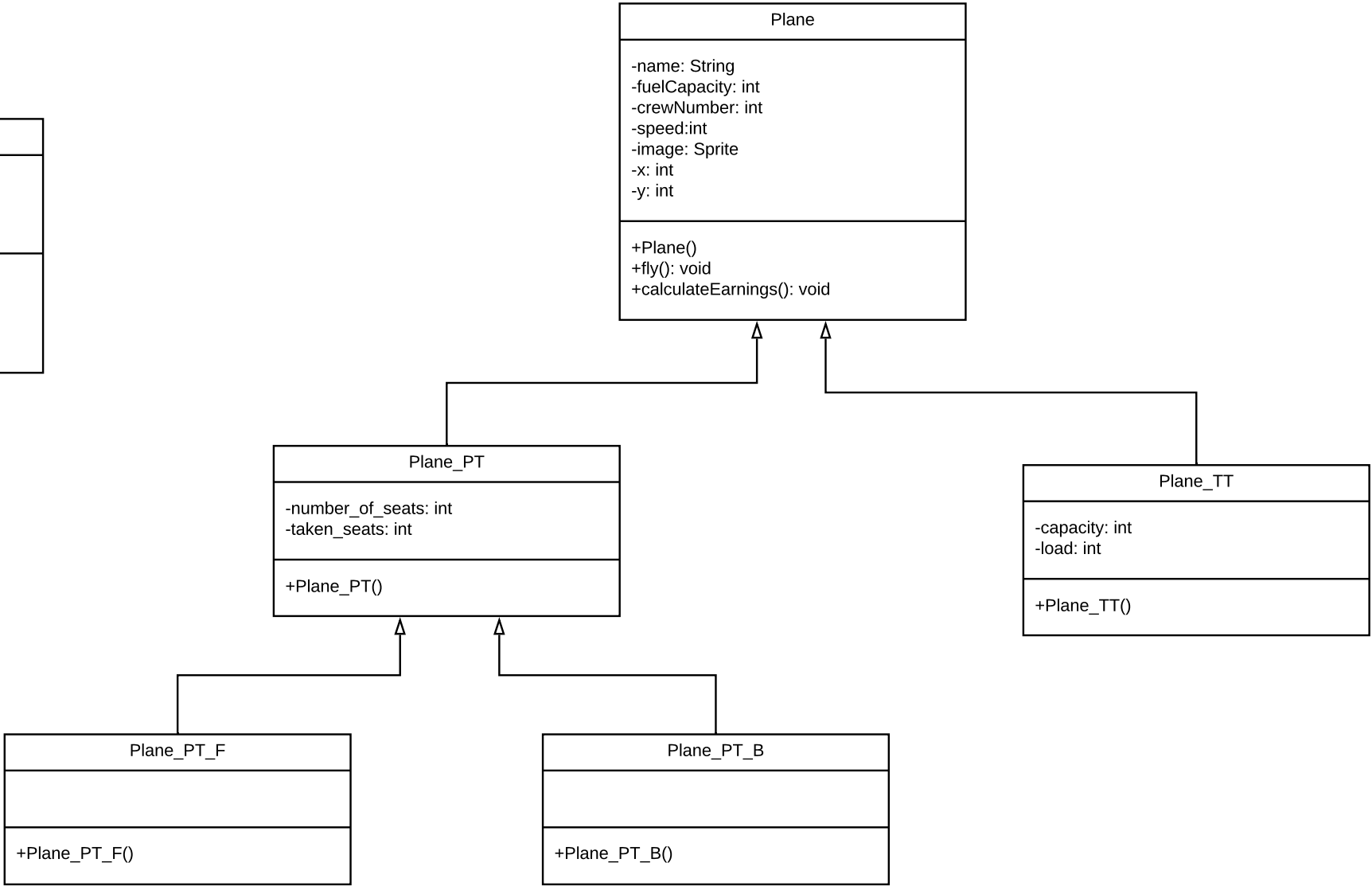
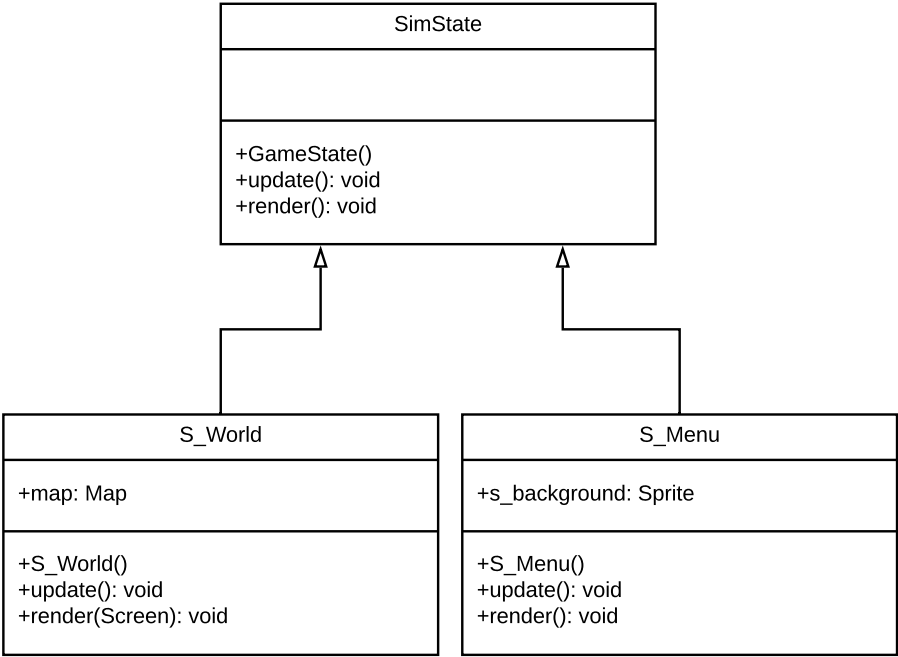
SpriteSheet
+mainSpriteSheet: SpriteSheet
+SpriteSheet(String path)

Map
+WIDTH,HEIGHT: int
+ Map(int,int) + update(): void + render(Screen): void

Mouse
+ x: int + y: int + pixelX: int + pixelY: int +left_button: boolean +left_button_clicked: boolean
+ mouseDraged(MouseEvent): void + mouseMovedd(MouseEvent): void + mouseClickedd(MouseEvent): void + mousePressed(MouseEvent): void + mouseReleased(MouseEvent): void + mouseEntered(MouseEvent): void + mouseExited(MouseEvent): void

Main
- Title: double - WIDTH: int - HEIGHT: int -frame: JFrame -screen: Screen -mouse: Mouse
-Main() -update(): void -render(): void -main(): void

StateManager
+SIM_STATE_MENU: int +SIM_STATE_WORLD: int -simState: SimState
+StateManager() +changeSimState(int): void +update(): void +render(): void



Hours_of_flight_calculator
-airports[] : Airport
+Hours_of_flight_calculator() +calculate(): void

Airport
+x: int +y: int +name: string +id: int +nr_of_runways

MoneyManager
+nr_of_Planes: int +planes: Plane[] +fTicketsPricePerKm : int +bTicketsPricePerKm : int +priceForKg : int
+MoneyManager() +CalculateProfits(): void