**Area**

# originX
# originY
# lengthX
# heightY
# processes
# painter

+ restart()
+ getOriginX()
+ getOriginY()
+ getLengthX()
+ getHeightY()
+ setPainter()

**Queue**

- stepY
- lastNumber
- slider
- sorting
- waiting

+ Queue()
+ ~Queue()
+ draw()
+ sort()
+ greater()
+ addProcess()
+ findProcess()
+ firstProcess()
+ empty()
+ getStepY()
+ setStepY()
+ setSlider()
+ setSorting()
- drawLabel()

-queue

**Graph**

- stepY

+ Graph()
+ ~Graph()
+ draw()
+ update()
+ createProcess()
+ sendToQueue()
+ getStepY()
+ setStepY()
- drawAxis()