```
Area
# originX
# originY
# lengthX
# heiahtY
# 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()
```