

UML of all Class in Package System

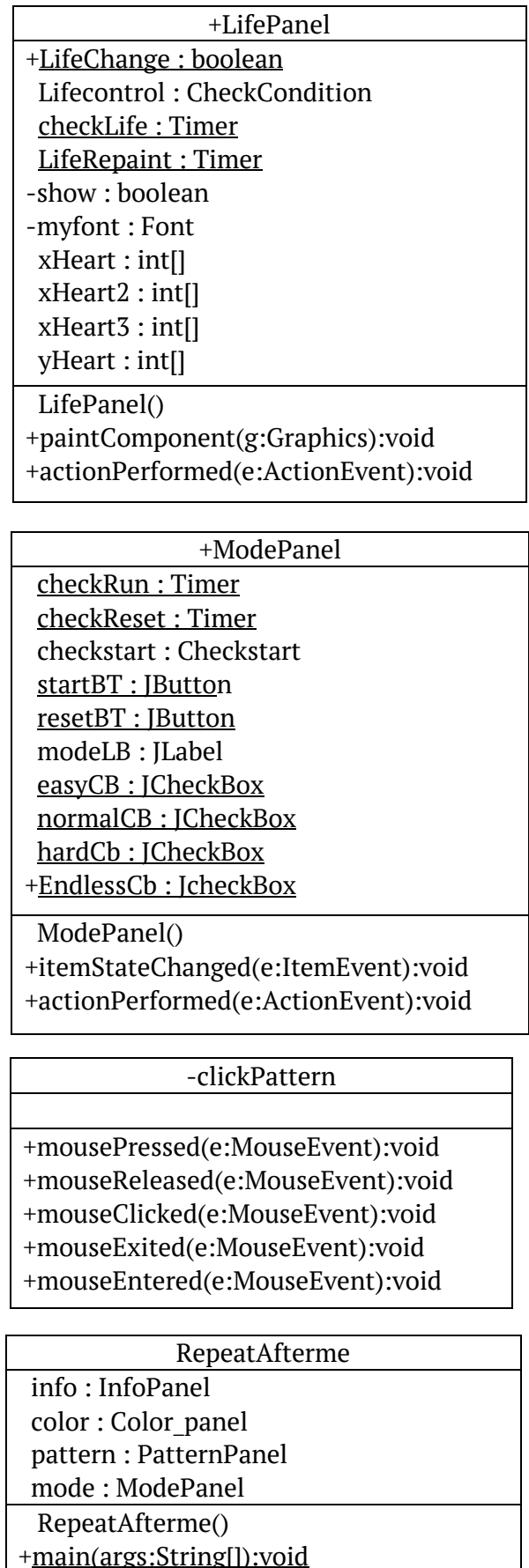
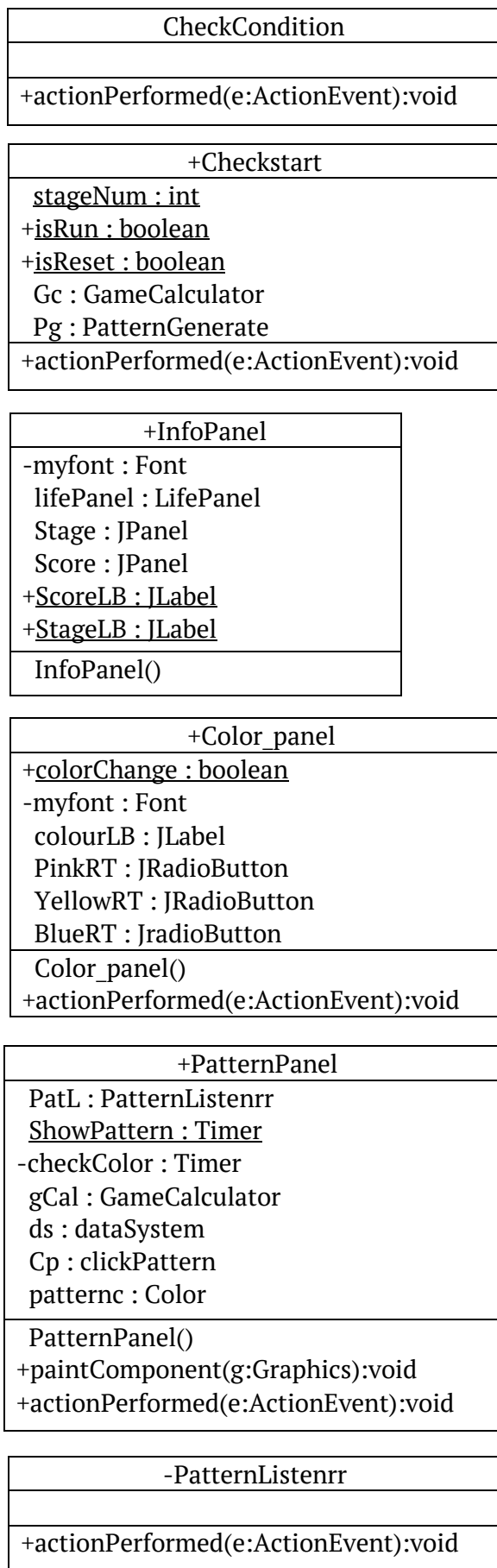
Javax.swing.JFrame

Javax.swing.JPanel

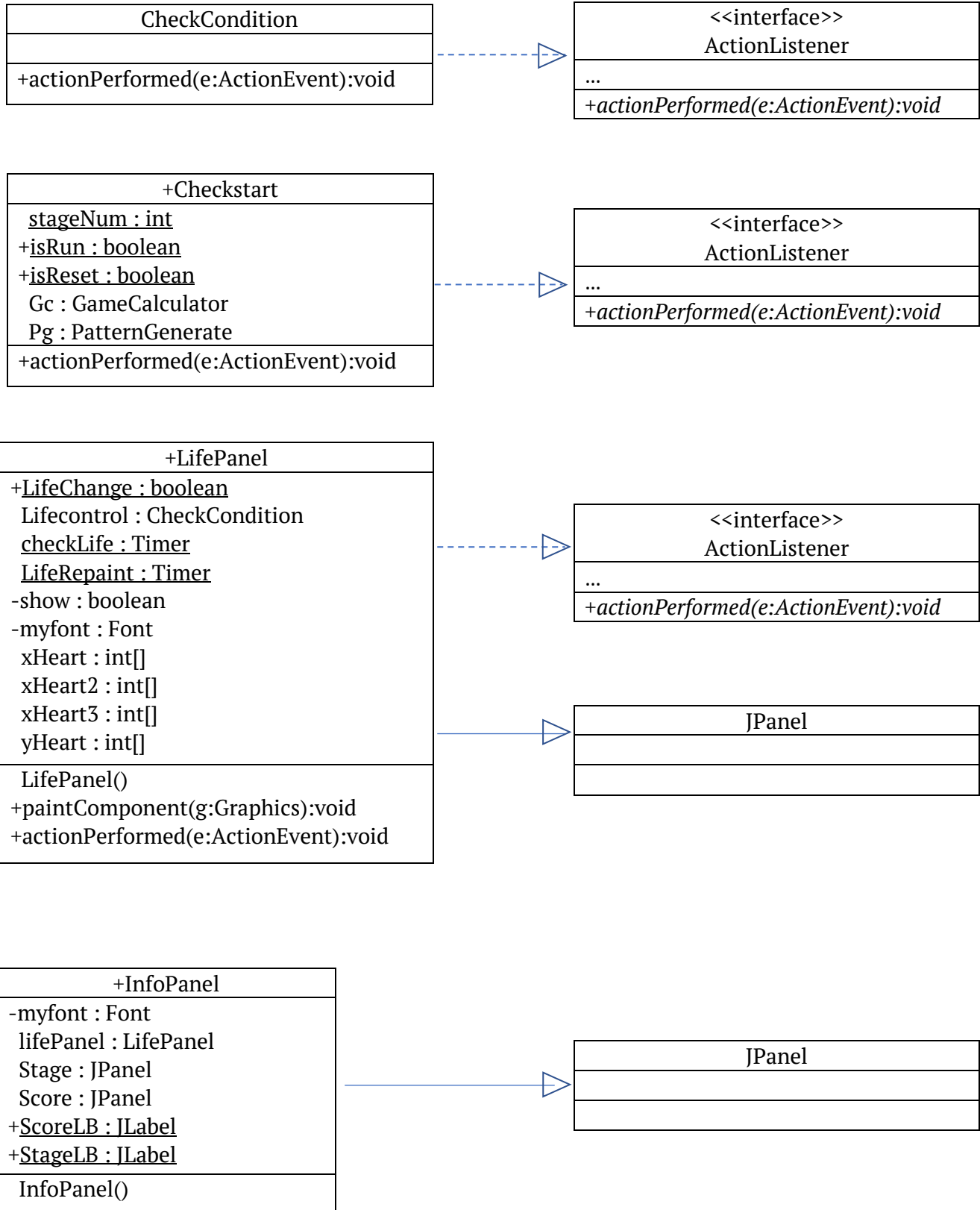
<<interface>> ActionListener
...
+ <i>actionPerformed(e:ActionEvent):void</i>

<<interface>> ItemListener
...
+ <i>itemStateChanged(e:ItemEvent):void</i>

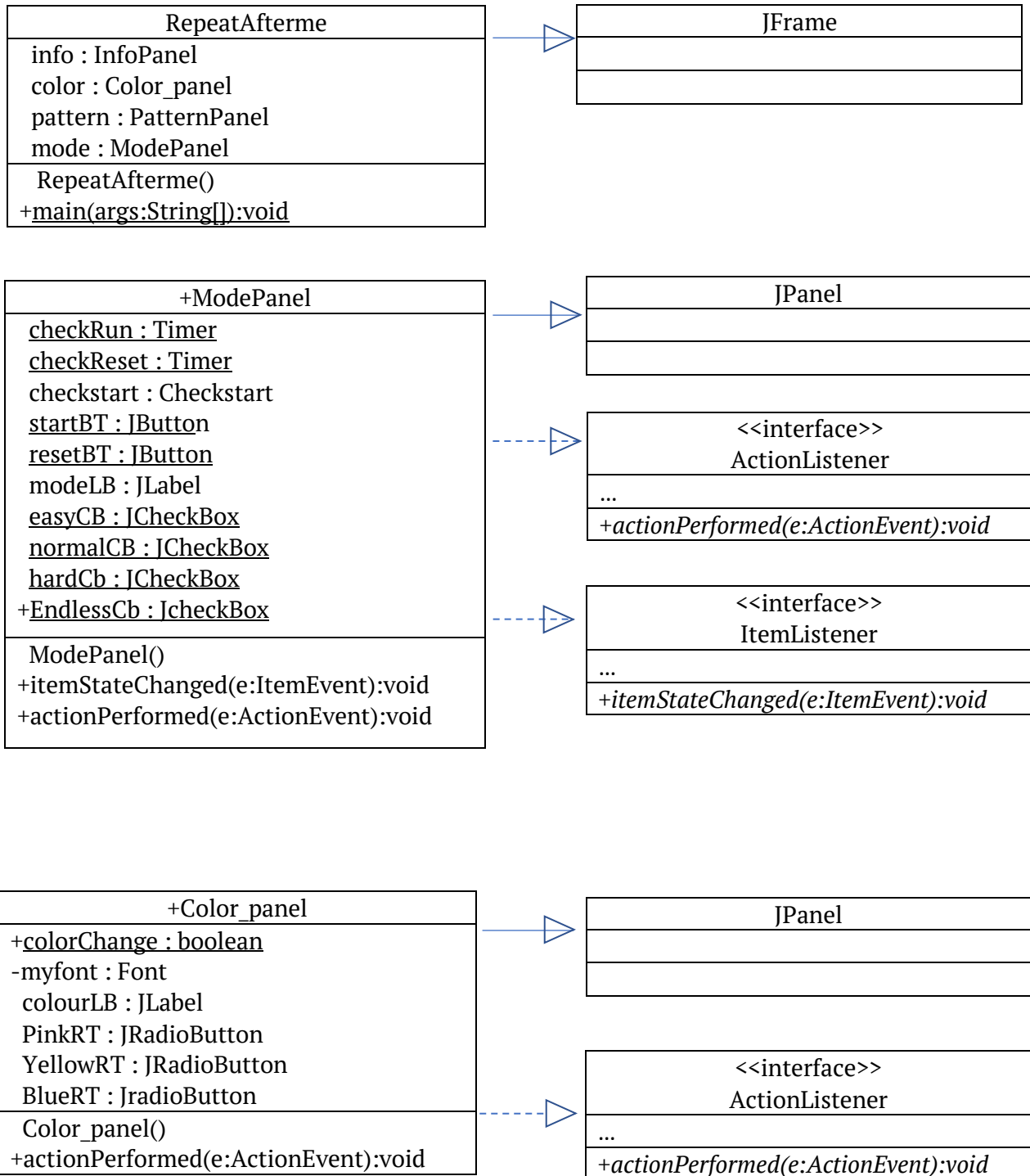
<<interface>> MouseListener
...
+ <i>mousePressed(e:MouseEvent):void</i> + <i>mouseReleased(e:MouseEvent):void</i> + <i>mouseClicked(e:MouseEvent):void</i> + <i>mouseExited(e:MouseEvent):void</i> + <i>mouseEntered(e:MouseEvent):void</i>



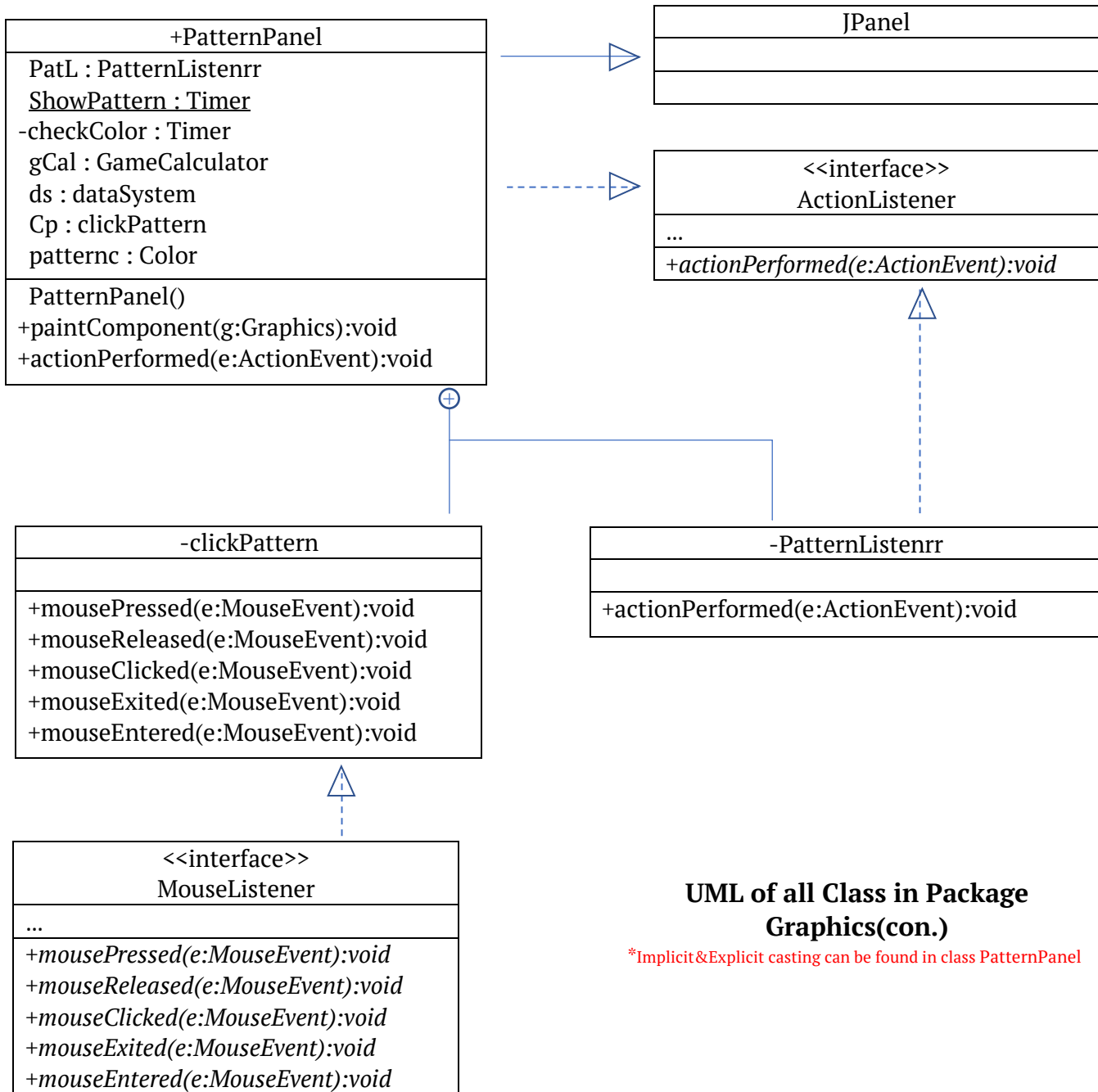
**UML of all Class in Package
Graphics**



UML of all Class in Package
Graphics(con.)



**UML of all Class in Package
Graphics(con.)**



UML of all Class in Package Graphics(con.)

*Implicit&Explicit casting can be found in class PatternPanel