Selected Sample Sequence Diagram from Pass Tasks

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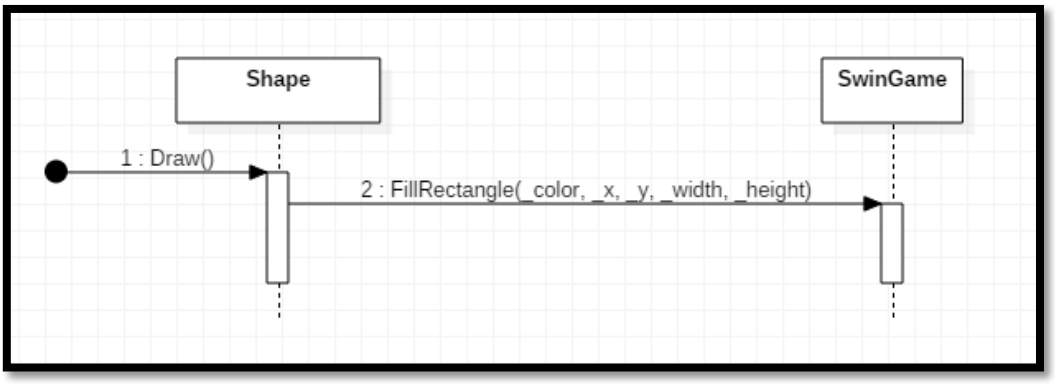
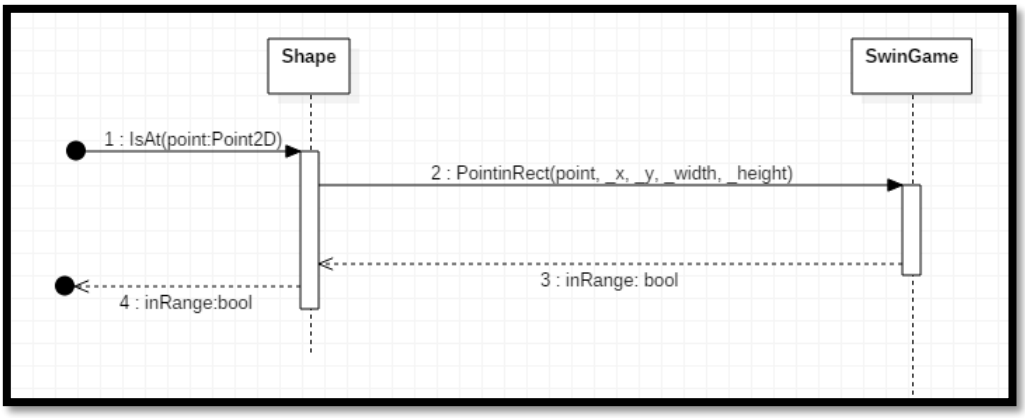
Shape.Draw (Pass Task 5)

```
public void Draw(){
      SwinGame.FillRectangle (_color, _x, _y, _width, _height);
}
```



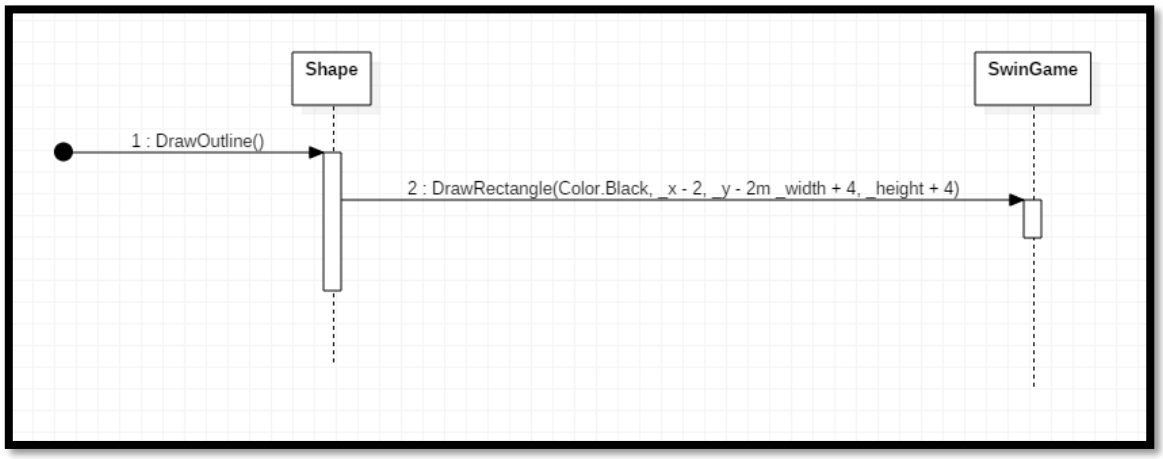
Shape.IsAt (Pass Task 5)

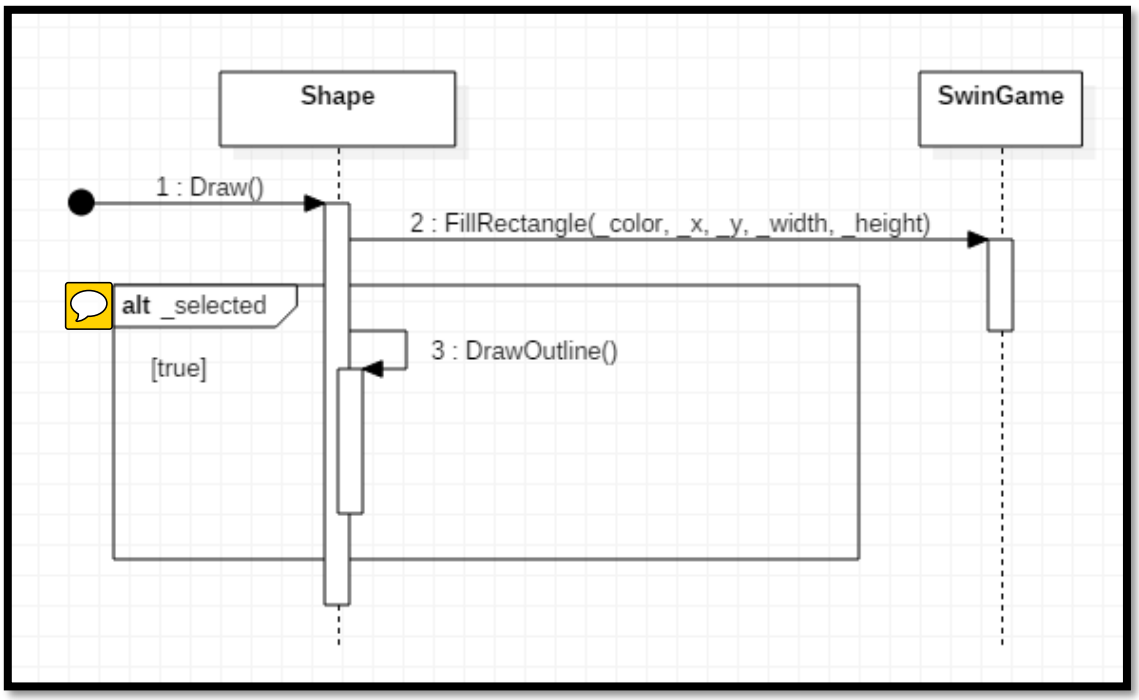
```
public Boolean IsAt(Point2D pt){
     return SwinGame.PointInRect (pt, _x, _y, _width, _height);
}
```



Shape.Draw (Pass Task 9)

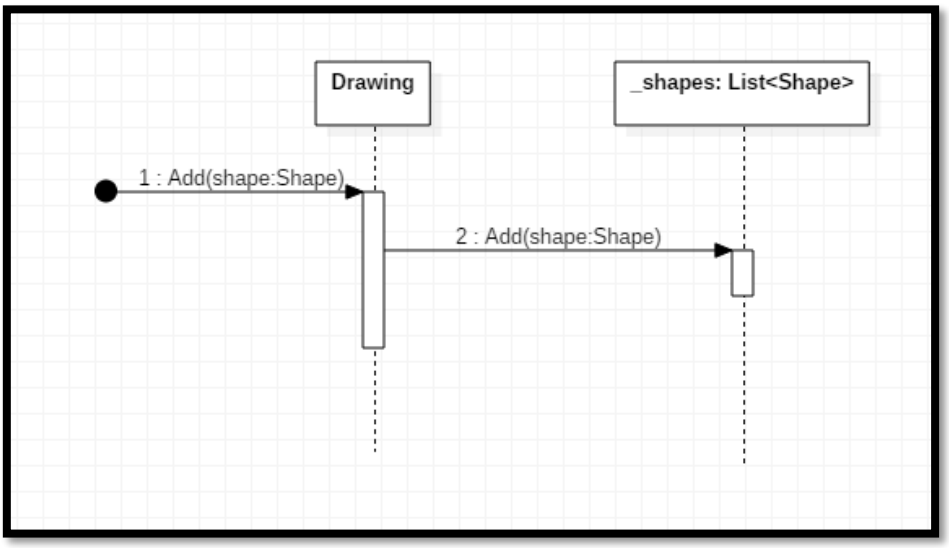
```
public void Draw(){
    SwinGame.FillRectangle (_color, _x, _y, _width, _height);
    if (_selected)
         DrawOutline ();
}

public void DrawOutline () {
    SwinGame.DrawRectangle (Color.Black, _x - 2, _y - 2, _width + 4, _height + 4);
}
```





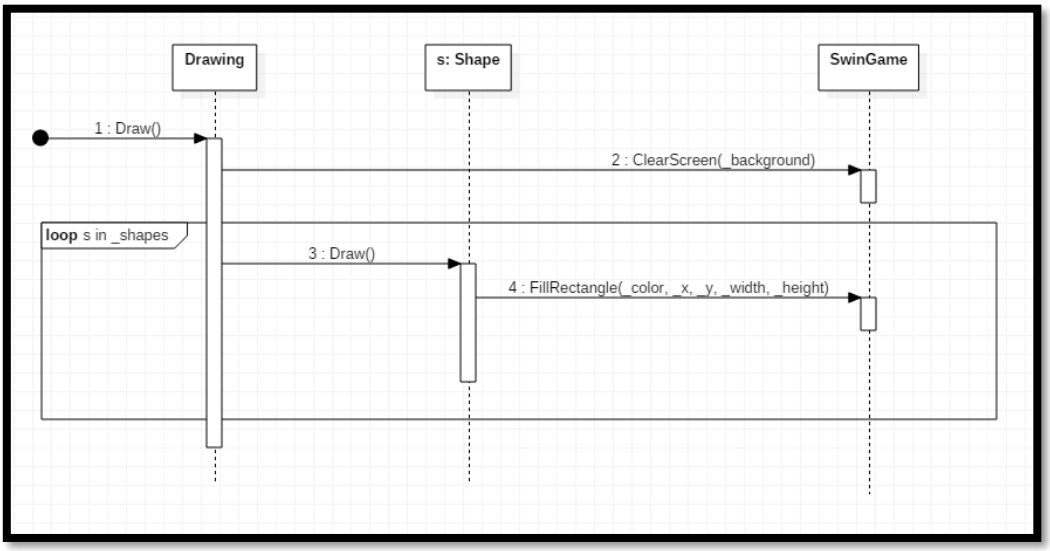
Drawing.Add (Pass Task 9)

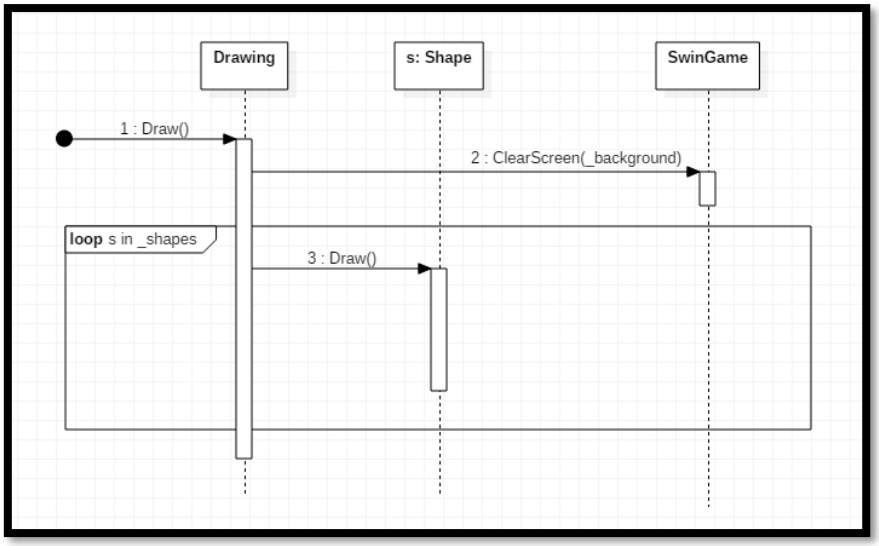
```
public void AddShape (Shape shape)
{
	_shapes.Add (shape);
}
```



Drawing.Draw (Pass Task 9)

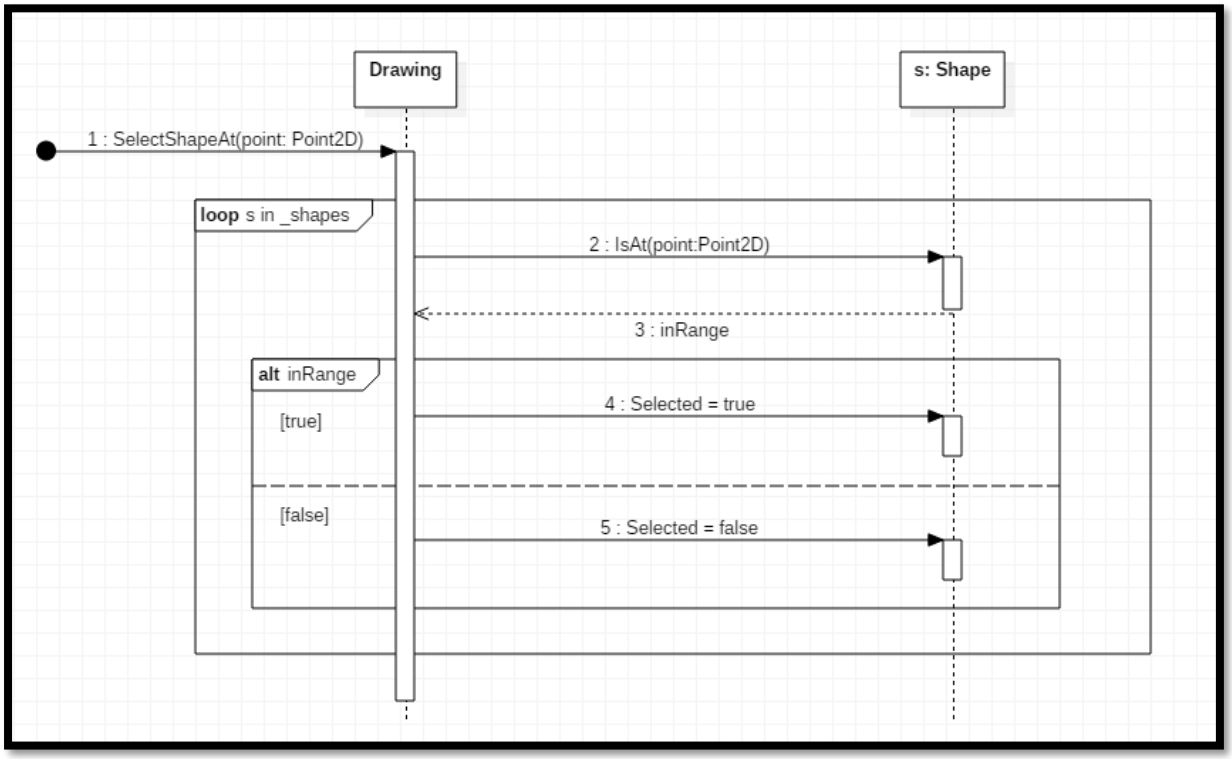
```
public void Draw () {
    SwinGame.ClearScreen (_background);
    foreach (Shape s in _shapes)
    s.Draw ();
}
```





Drawing.SelectShapeAt (Pass Task 9)

```
public void SelectShapeAt (Point2D point)
{
     foreach (Shape s in _shapes) {
          if (s.IsAt (point))
               s.Selected = true;
          else
               s.Selected = false;
     }
}
```



NOTE: *Never ever reverse engineering any model / design for software development. Sample shown above is for educational and illustration purpose only.*

Sequence Diagrams were generated by using StarUML