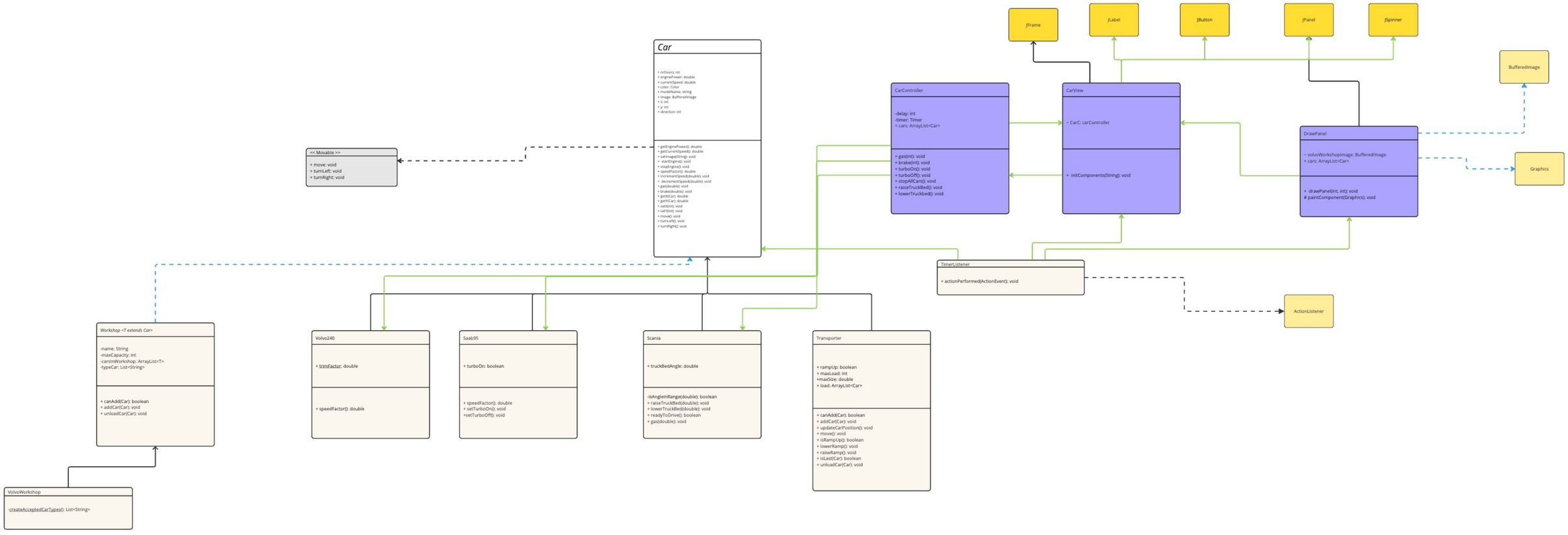
JFrame
JLabel
JButton
JPanel
JSpinner
BufferedImage
Graphics
ActionListener
Car
+ nvDoors: int
+ enginePower: double
+ currentSpeed: double
+ color: Color
+ modelName: string
+ image: BufferedImage
+ x: int
+ y: int
+ direction: int
+ getEnginePower(): double
+ getCurrentSpeed(): double
+ setImage(String): void
+ startEngine(): void
+ stopEngine(): void
+ speedFactor(): double
+ incrementSpeed(double): void
+ decrementSpeed(double): void
+ gas(double): void
+ brake(double): void
+ getX(Car): double
+ getY(Car): double
+ setX(int): void
+ setY(int): void
+ move(): void
+ turnLeft(): void
+ turnRight(): void
<< Movable >>
+ move: void
+ turnLeft: void
+ turnRight: void
CarController
-delay: int
-timer: Timer
+ cars: ArrayList<Car>
+ gas(int): void
+ brake(int): void
+ turboOn(): void
+ turboOff(): void
+ stopAllCars(): void
+ raiseTruckBed(): void
+ lowerTruckBed(): void
CarView
~ CarC: carController
+ initComponents(String): void
DrawPanel
~ volvoWorkshopImage: BufferedImage
+ cars: ArrayList<Car>
+ drawPanel(int, int): void
# paintComponent(Graphics): void
TimerListener
+ actionPerformed(ActionEvent): void
Workshop <T extends Car>
-name: String
-maxCapacity: int
-carsInWorkshop: ArrayList<T>
-typeCar: List<String>
+ canAdd(Car): boolean
+ addCar(Car): void
+ unloadCar(Car): void
VolvoWorkshop
-createAcceptedCarTypes(): List<String>
Volvo240
+ trimFactor: double
+ speedFactor(): double
Saab95
+ turboOn: boolean
+ speedFactor(): double
+ setTurboOn(): void
+setTurboOff(): void
Scania
+ truckBedAngle: double
-isAngleInRange(double): boolean
+ raiseTruckBed(double): void
+ lowerTruckBed(double): void
+ readyToDrive(): boolean
+ gas(double): void
Transporter
+ rampUp: boolean
+ maxLoad: int
+maxSize: double
+ load: ArrayList<Car>
+ canAdd(Car): boolean
+ addCar(Car): void
+ updateCarPosition(): void
+ move(): void
+ isRampUp(): boolean
+ lowerRamp(): void
+ raiseRamp(): void
+ isLast(Car): boolean
+ unloadCar(Car): void