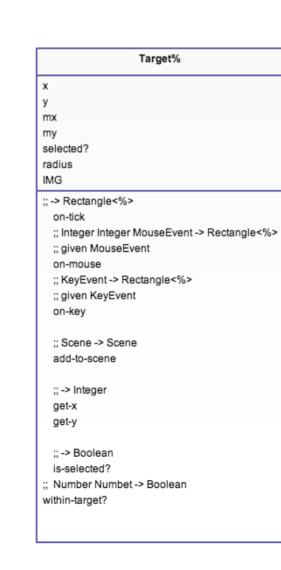## <<Interface>> World<%>

```
-> World<%>
on-tick

;; Integer Integer MouseEvent -> World<%>
  on-mouse

  ;; KeyEvent -> World<%>
  on-key

  ;; Scene -> Scene
  add-to-scene

  ;; -> Integer
  get-x
  get-y

  ;; -> Boolean
  get-selected?

  ;; -> ListOf<Rectangle<%>>
  get-rectangles
```

<<Interface>> Rectangle<%>

```
;; -> Rectangle<%>
  ;; Returns the Rectangle<%> that should follow this one after a tick
  on-tick

  ;; Integer Integer MouseEvent -> Rectangle<%>
  ;; Returns the Rectangle<%> that should follow this one after the
  ;; given MouseEvent
  on-mouse

  ;; KeyEvent -> Rectangle<%>
  ;; Returns the Rectangle<%> that should follow this one after the
  ;; given KeyEvent
  on-key

  ;; Scene -> Scene
  ;; Returns a Scene like the given one, but with this object drawn
  ;; on it.
  add-to-scene

  ;; -> Integer
  ;; Return the x and y coordinates of the center of the rectangle.
  get-x
  get-y

  ;; -> Boolean
  ;; Is the rectangle currently selected?
  is-selected?
```

<<World>> World%

```
target
rectangles
speed
```
```
;; Integer Integer MouseEvent -> World<%>
  on-mouse
  ;; KeyEvent -> World<%>
  on-key
  ;; Scene -> Scene
  add-to-scene
  ;; -> Integer
  get-x
  get-y
  ;; -> Boolean
  get-selected?
  ;; -> ListOf<Rectangle<%>>
  get-rectangles
  ;; ->PosInt
  get-speed
  ;; -> Target%
  get-target
```

Target%

```
x
y
mx
my
selected?
radius
IMG
```
```
;; -> Rectangle<%>
  on-tick
  ;; Integer Integer MouseEvent -> Rectangle<%>
  ;; given MouseEvent
  on-mouse
  ;; KeyEvent -> Rectangle<%>
  ;; given KeyEvent
  on-key

  ;; Scene -> Scene
  add-to-scene

  ;; -> Integer
  get-x
  get-y

  ;; -> Boolean
  is-selected?
;; Number Numbet -> Boolean
within-target?
```

<<Rectangle>> Rectangle%

```
x
y
mx
my
speed
selected?
direction
img
```
```
;; -> Rectangle<%>
  on-tick
  ;; Integer Integer MouseEvent -> Rectangle<%>
  on-mouse
  ;; KeyEvent -> Rectangle<%>
  on-key
  ;; Scene -> Scene
  add-to-scene
  ;; -> Integer
  get-x
  get-y
  ;; -> Boolean
  is-selected?
;; -> PosInt
get-target

;; -> String
get-direction

;; Number Number -> Boolean
in-rect?
```