The GUI window allows for the creation and manipulation of UML graphical notation objects. The interface window is implemented within the “UMLView.java” file. The attributes “menu bar” and “left panel” of the interface contain elements (buttons) that represent a desired action from the user. When the user selects an action, the interface directs it into the controller for completion.

The controller is implemented in the “UMLController.java” file. As actions are passed in from the user interface, they are directed to their appropriate handler. As a result, the desired object is created in one of the following sub classes: “Point”, “Association”, “Generalization”, “Dependency”, “Composition”, “Aggregation”, “Comment” or “Class.” After creation, the controller updates the “right panel” attribute of the user interface with the new object.

All objects in the user interface window are accessible by mouse interaction. Mouse actions are passed from the interface window to the mouse listener, which is contained in the file “UMLMouseListener.java.” This feature allows the user to relocate the UML objects to multiple positions within the right panel. The mouse listener updates the right panel accordingly as the user moves the desired object their mouse.