<<Interface>> World<%>

+ on-tick ( ): Void
+ on-mouse (Integer, Integer, MouseEvent): Void
+ on-key (KeyEvent) : Void
+ add-to-scene (Scene): Scene
+ get-x ( ) : Number
+ get-y ( ) : Number
+ get-selected? ( ) : Boolean
+ get-shapes ( ) : ListOf<Shape<%>>

<<Interface>> Shapes<%>

+ on-tick ( ): Void
+ on-mouse (Integer, Integer, MouseEvent): Void
+ on-key (KeyEvent) : Void
+ add-to-scene (Scene): Scene
+ get-x ( ) : Number
+ get-y ( ) : Number
+ get-selected? ( ) : Boolean
+ get-color ( ) : String

<<Class>> World%

+ x: PosInt
+ y: PosInt
+ selected? : Boolean

+ on-tick ( ): Void
+ on-mouse (Integer, Integer, MouseEvent): Void
+ world-after-button-down (PosInt, PosInt, MyMouseEvent) : Void
+ in-circle (PosInt, PosInt): Boolean
+ world-after-drag (PosInt, PosInt, MyMouseEvent) : Void
+ x-helper (PosInt): PosInt
+ y-helper (PosInt): PosInt
+ world-after-button-up (PosInt, PosInt, MyMouseEvent) : Void
+ rect-on-mouse (PosInt, PosInt, MyMouseEvent) : Void
+ on-key (KeyEvent) : Void
+ no-room? ( ) : Boolean
+ make-rectangle-fn ( ): Shape<%>
+ add-to-scene (Scene): Scene
+ get-x ( ) : Number
+ get-y ( ) : Number
+ get-selected? ( ) : Boolean
+ get-shapes ( ) : ListOf<Shape<%>>

0...*

<<Class>> Rectangle%

+ x: PosInt
+ y: PosInt
+ selected? : Boolean

+ on-tick ( ): Void
+ rectangle-on-tick(PosInt): Void
+ rectangle-on-tick-right-direction (PosInt): Void
+ rectangle-on-tick-left-direction (PosInt): Void
+ on-key (KeyEvent) : Void
+ on-mouse (Integer, Integer, MouseEvent): Void
+ rectangle-after-button-down (PosInt, PosInt) : Void
+ in-rectangle (PosInt, PosInt): Boolean
+ rectangle-after-drag (PosInt, PosInt) : Void
+ x-helper (PosInt): PosInt
+ y-helper (PosInt): PosInt
+ rectangle-after-button-up (PosInt, PosInt) : Void
+ add-to-scene (Scene): Scene
+ get-x ( ) : Number
+ get-y ( ) : Number
+ get-selected? ( ) : Boolean
+ get-color ( ): String