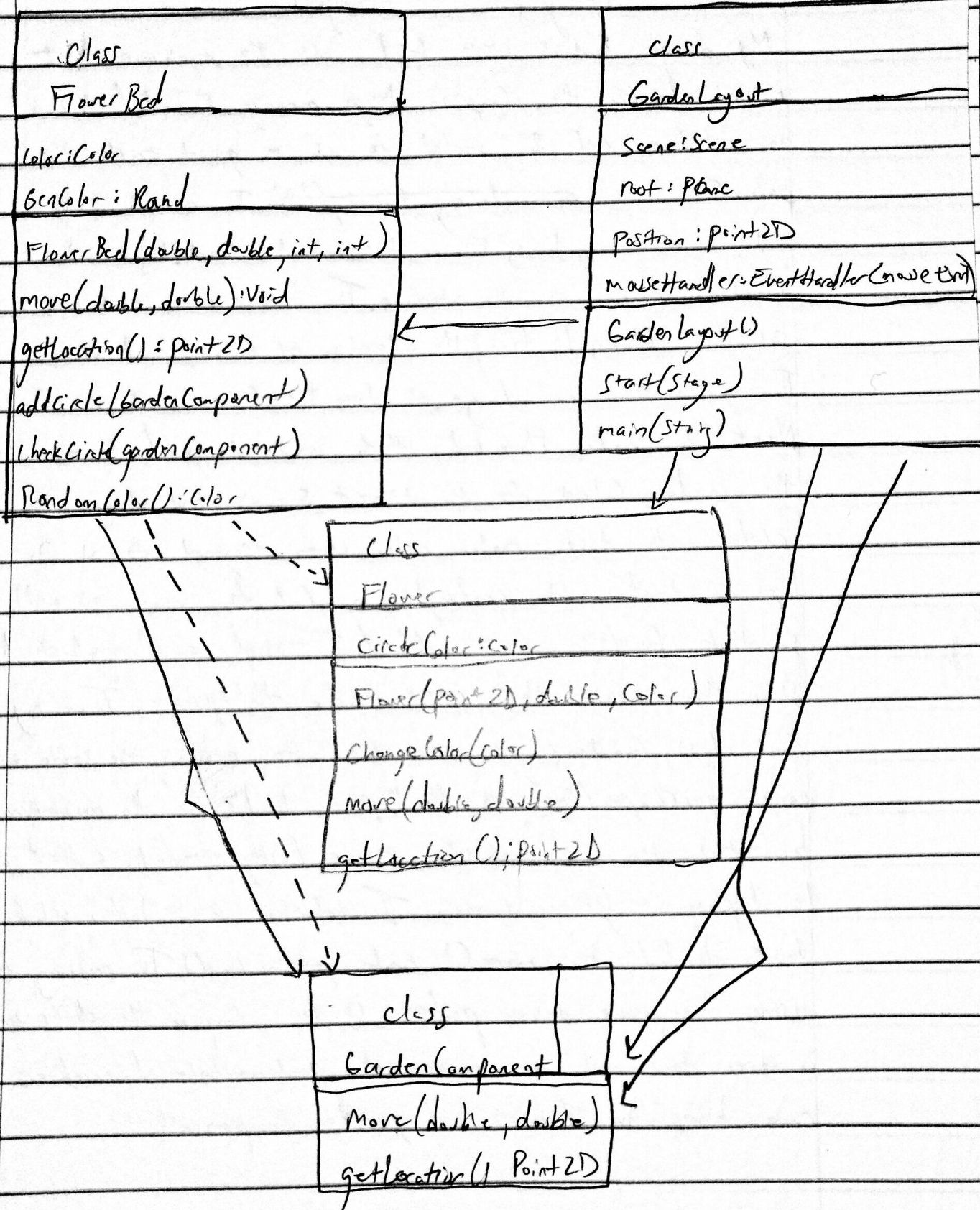


UML 3 Paragraph/ Assignment 3; Garden



Paragraph -- Analysis.

My design functions were based off the requirements. I needed to use the Composite design, meaning I needed to have an interface and I needed to use a gui to create the pane. So first, ~~I made my flower, (class)~~ I needed 3 classes and 1 interface, being Flower, FlowerBed, GardenLayout and GardenComponent as the interface. The flower class needed to set the color, location, the attraction of color, and move. This class was in charge of just the flower and its attributes. Next, I made FlowerBed, which was designed to generate the random colors for the different squares and change the color to that random color when dragged into it. On top of that, the rectangle needed to move as well, so that function was added. I used an ArrayList to store the circles that were inside the square. Then my Gui class, GardenLayout was used to create the scene and pane, getShape (for getting the shape), handle for the mouse event to control the movement of mouse. Lastly needed a start function to display everything and main. The interface was last, which just directed the move() and getLocation(). The reasoning behind using Composite design pattern is to compose the different objects in tree structures to represent part-whole hierarchies. In this case being the flowers and garden components.