ModelMain

Launcher
+Choose vistaPrincipal

CHOOSE
+LegoView LEGO
+FunkoView FUNKO

FunkoView
-EventManager em

+jComboBoxCabeza()
+jComboBoxOjos()
+jComboBoxTorso()
+jComboBoxPiernas()
+jComboBoxZapatos()
+Background()
+Name()
+ShowBuilder1y2y3()

EventManager
+Toyfactory FUNKOS
+Toyfactory LEGOS

+Builder1ToViewFunko()
+Builder2ToViewFunko()
+Builder2ToViewFunko()
+Builder1ToViewLEGO()
+CambiarCabezaFunkoToView()
+CambiarOjosFunkoToView()
+CambiarTorsoFunkoToView()
+CambiarPiernasFunkoToView()
+CambiarZapatosFunkoToView()
+CambiarCabezaLegoToView()
+CambiarTorsoLegoToView()
+CambiarPiernasLegoToView()
+CambiarOjosLegoToView()
+singleton caraExclusiva()
+Funko prototypeBlank()

LegoView
-EventManager em

+jComboBoxCabeza()
+jComboBoxOjos()
+jComboBoxTorso()
+jComboBoxPiernas()
+jComboBoxZapatos()
+Background()
+Name()
+ShowBuilder1y2y3()

SingletonCaraExclusiva
+instance

+getInstance()
+singletonCaraExclusiva()

<<ToyFactory>>
+Funko CreateFunko()
+Lego CreateLego()

Director
-Builder builder

+BuildFunko()
+setToyBuilder(Builder b)

FactoryFunko
+Funko createFunko()

FactoryLego
+Lego createLego()

AbstractClassToy
+Cabeza
+Ojos
+Torso
+Piernas
+Zapatos
+hashmaps

+Getters()
+Setters()

AbstractClassBuilder
+FunkoFactory f
+LegoFactory l

+getFunko()
+getFunko()
+buildCabeza()
+buildOjos()
+buildTorso()
+buildPiernas()
+buildZapatos()

Funko extends Toy
+HashMaps

+getters()
+setters()
+clone()

LEGO extends Toy
+HashMaps

+getters()
+setters()

CLONEABLE-PROTOTYPE

ConcreteBuilderLEGO1

ConcreteBuilderFunko3

ConcreteBuilderFunko2

ConcreteBuilderFunko1