

CarHandler
<ul style="list-style-type: none"> - WINDOWSIZE: Dimension - serialVersionUID: long - boardMaker: BoardMaker - board: boolean[][]
<ul style="list-style-type: none"> + CarHandler() + main (String[]) - buildRightPanel (JPanel panel, JComponent) - makeTextArea (CarHandler) : JScrollPane - paint (Graphics) - changed (DocumentEvent)

Car
<ul style="list-style-type: none"> - path: ArrayList<int[]>
<ul style="list-style-type: none"> + Car() * invariant() + pos: int[] + getDirection(): int + clonePath(): ArrayList<int[]> + addPath (ArrayList<int[]>) + addMove (int[]) + turnLeft(): int[] + turnRight(): int[] + moveForward(int i): int[] + moveBackwards(int i): int[] + driveXY(int x, int y): int[]

BoardMaker
<ul style="list-style-type: none"> * SIZE: int * board: boolean[][] * trace: Trace
<ul style="list-style-type: none"> - invariant(): boolean + makeBoardFrom (String carProgram): boolean[][] + initialBoard(): boolean[][]

CommandParser
<ul style="list-style-type: none"> - carProgram: String - lineCommands: String[] - validCommand: ArrayList<String> - orderedCmd: ArrayList<String[]> - carMoves: ArrayList<int[]>
<ul style="list-style-type: none"> + CommandParser()
<ul style="list-style-type: none"> - matchesStraight (String): boolean + translateCommands (ArrayList<String[]>): ArrayList<int[]> + makeCarCommandFrom (String[]): ArrayList<int[]> - isValidPattern (String, String): boolean + getValidCommands(): ArrayList<String[]> + splitInputStream (String): String[] + filterValidCommands (String[]): ArrayList<String> + orderCommands (ArrayList<String>): ArrayList<String[]> + translateMoves (String[]): int[] + isValid (String): boolean - matchesDrive (String): boolean - isInteger (String): boolean + setLineCommand (String[]) - matchesDirection (String): boolean

ParserException
<ul style="list-style-type: none"> - serialVersionUID: long
<ul style="list-style-type: none"> ParserException (String) ParserException

Trace
<ul style="list-style-type: none"> + Trace()
<ul style="list-style-type: none"> + retrace (Car): boolean[][] - traceAll (boolean[][][], int[], int[]) - translateCoordinate (ArrayList<int[]>) + trash(): boolean[][] - trace (boolean[][], int[])