



controler

**Objects**

- posX:int  
- posY: int  
-app: PApplet  
+Objects(int,int,app)  
+draw(app):void

**Obj1**

- posX:int  
- posY: int  
-app: PApplet  
+Obj1(int,int,app)  
+draw(app):void  
+getPosx():int  
+getPosx():int

**obj2**

- posX:int  
- posY:int  
- app:PApplet  
- active : boolean  
+Obj2(int,int,app)  
+draw(app):void  
+mover():void  
+getPosx():int  
+getPosx():int

**Obj3**

- posX:int  
- posY: int  
-app: PApplet  
+Obj2(int,int,app)  
+draw(app):void  
+getPosx():int  
+getPosx():int

**Obj4**

- posX:int  
- posY: int  
-app: PApplet  
+Obj2(int,int,app)  
+draw(app):void  
+getPosx():int  
+getPosx():int

**Obj4**

- posX:int  
- posY: int  
-app: PApplet  
+Obj2(int,int,app)  
+draw(app):void  
+getPosx():int  
+getPosx():int