UML Diagrams

class Train

Instance Variables	Methods
float xdir, ydir	void setCurrAndNext(Station stuff) => sets the current and next stations of the train
Station currStat, nextStat	Void setDirs() => sets the amount moved in the x and y direction every 1/60 of a second
float rotVal	boolean AtNextStation() => returns whether the train is at the next station
float speed	void setAngle() => sets the direction the train points in
float timer	void startTimer() => starts the timer of 5 second until the train leaves the station
float xcord, ycord	void move() => moves the train if in the middle of route, otherwise, it ensures that
float trWid, trLen	display()
float isTimerOn	add() => adds a new train line

class Passenger

Properties	Methods
float xcor, ycor	void makePassenger() => creates a circle with a random color to represent a passenger
float s	void checkMouse() => checks whether the mouse is hovering over the passenger
float difX, difY	void mousePressed() => changes the color of passenger to black and allows it to be dragged around
boolean over	void mouseDragged() => allows for a passenger to be dragged onto the train
boolean locked	void mouseReleased() => stops the mouseDragged process
int rcolor, gcolor, bcolor	
color myColor	

class Route

Instance Variables	Methods
float x1cor, y1cor, x2cor, y2cor	void display() => shows the connection path between stations

class Station

Instance Variables	Methods
float xcord, ycord	void setDists(Station star) => sets the distances to the next train

float distX, distY	void setDistsZero() => sets distances to next train to zero
int timer	Station getNext() => returns the next station
boolean isTimerOn;	void display() => displays the stations are circles of color magenta
Station nextStat;	void setTrainHere() => sets the color of the station to yellow and sets trainHere to true
final float RADIUS = 20;	void trainLeaves() => re-sets color of station to magenta and sets trainHere to false
final float DIAMETER = 40;	void startTimer() => starts the timer of when the screen is in station mode
final defColor = color(255, 0, 255);	int timer() => returns the amount of time left before the train leaves
final color trainHereColor = color(250, 250, 0)	
Train currTrainOnStation;	
color currColor = defColor	
+ boolean trainHere	