Assignment 3 Class Diagram V2

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PinwheelDesign

+ createDesign(...)

HourglassDesign

+ createDesign(...)

FourStarDesign

+ createDesign(...)

SimpleDesign

+ createDesign(...)

<<Abstract>> Design

+ draw(double, double, double, ArrayList<Color>, int, int)
+ createDesign(double, double, double)
+ addAttributes(ArrayList<Shape>, ArrayList<Color>, int)
+ createTiledDesign(int)

Block

+ locationX:double
+ locationY:double
+ dimensionX:double
+ dimensionY:double
+ currentDesign:Design
+ colourList:ArrayList<Color>
+ designRotation:int = 0;
+ designTileDimension:int = 1

+ draw()
+ setLocation(double, double)
+ setDimensions(double, double)
+ setNewDesign(Design)
+ setNewColour(ArrayList<Color>)
+ setDesignRotation(int)
+ setDesignTiling(int)

QuiltTop

+ blocksList:ArrayList<Block>
+ surfaceDimensionX:int
+ surfaceDimensionY:int

+ getBlocks():ArrayList<Block>
+ drawAllBlocks()
+ setAllBlockAttributes(double, double, double, double, Design, ArrayList<Color>, int, int)

DimensionPicker

+ dimensionX:double
+ dimensionY:double

UIHandler

+ useSurface:QuiltTop
+ selectedBlocks:ArrayList<Block>

QuiltPicker

+ chosenDesign:Design
+ designRotation:int
+ designTiling:int

ColourPicker

+ colour1:Color
+ colour2:Color
+ colour3:Color
+ colour4:Color

Display

+ inputHandler:UIHandler
+ windowDimensionX:double
+ windowDimensionY:double

+ display(double, double)

QuiltProgram

1   1   1..*   1