## «create» Global View of the project Package utils «gneate» Package model ModelManager «create» ModelManager getInstance() //<pre m initModelMap(MapDocument) String Package view m initModelPlanning(PlanningDocument) String m clearModel() void m clearPlanning() void m getMap() Map «create» m getPlanning() Planning **Description** Package command «create»\_ © UlManager Package states getInstance() UlManager **₫** MainApp m askConfirmation(String) boolean C IOManager main(String[]) void m getMainWindow() MainWindow getInstance() **IOManager** m beginLoadMap() void getMapDocument(File) pDocument m endLoadMap() void mgetPlanningDocument(File) :ument beginLoadPlanning() void endLoadPlanning() void © Controller beginComputingRoute() void ContextManager AppMediator getInstance() Controller m endRouteComputation() void ContextManager getInstance() m start(Stage) m initManagers() void void m showError(String) void executeCommand(ICommand) void m initUI(String[]) void mgenerateRoadMap() void clearCommandsHistory() void saveRoadMapDocument(Stage, String) void m undo() void m redo() void m exit() void getCurrentState() **IState** 🛅 setCurrentState(IState) void