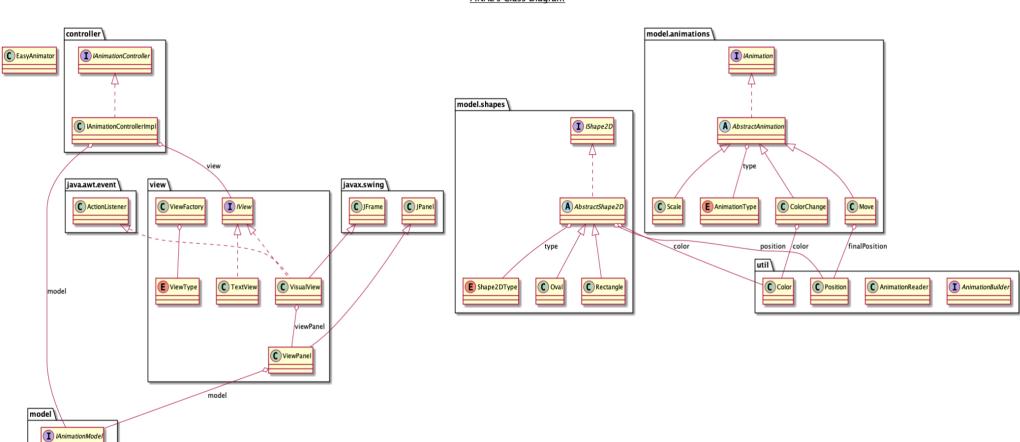
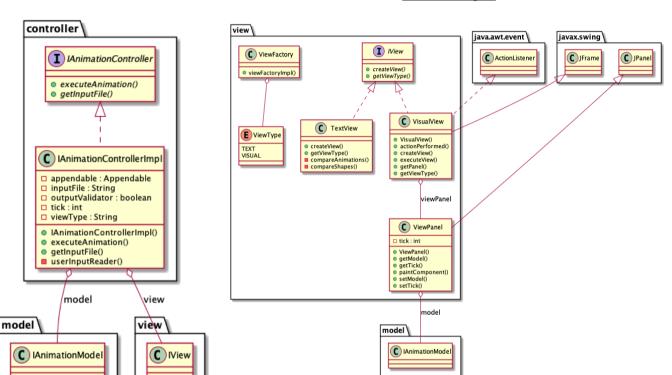
#### FINAL's Class Diagram



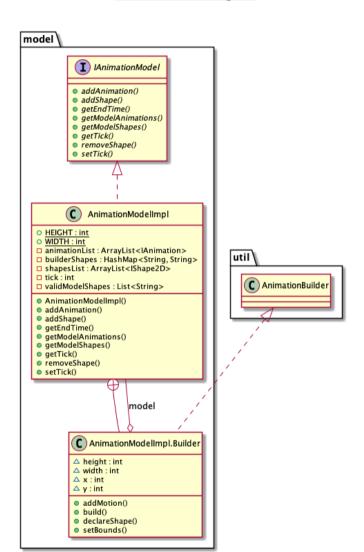
C AnimationModelImpl

### MODEL's Class Diagram

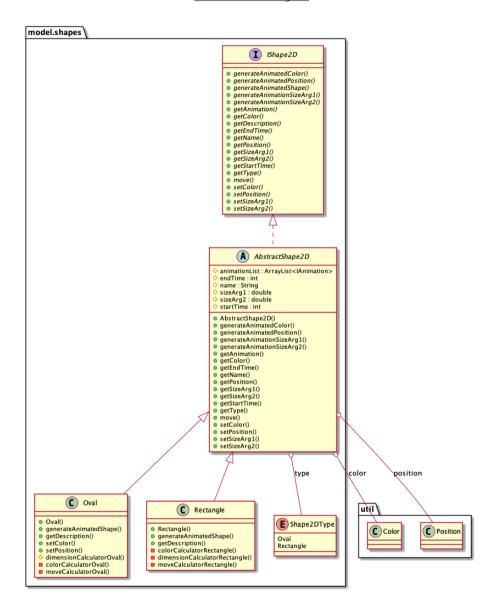
## CONTROLLER's Class Diagram



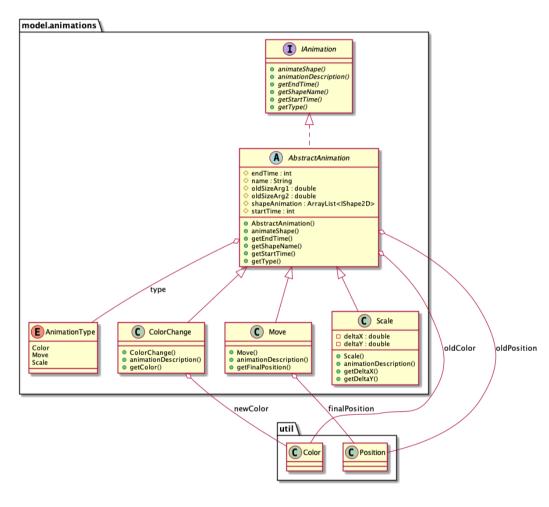
VIEW's Class Diagram



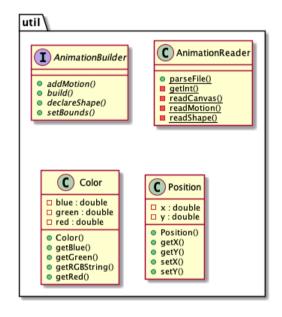
#### SHAPES's Class Diagram



#### ANIMATIONS's Class Diagram



## UTIL's Class Diagram



# SRC's Class Diagram

