

## DrawPanel implements Observer Document d FileFormatController ffc ArrayList<VertexShape> vertexShapes ArrayList<EdgeShape> edgeShapes paintComponent() update() hIState() hlTransition() unHIState() unHlTransition() getCoordinates() <interface> Shape String name paintShape()

## <<Shape>> TransitionShape

String name VertexShape dest VertexShape int xPos int yPos

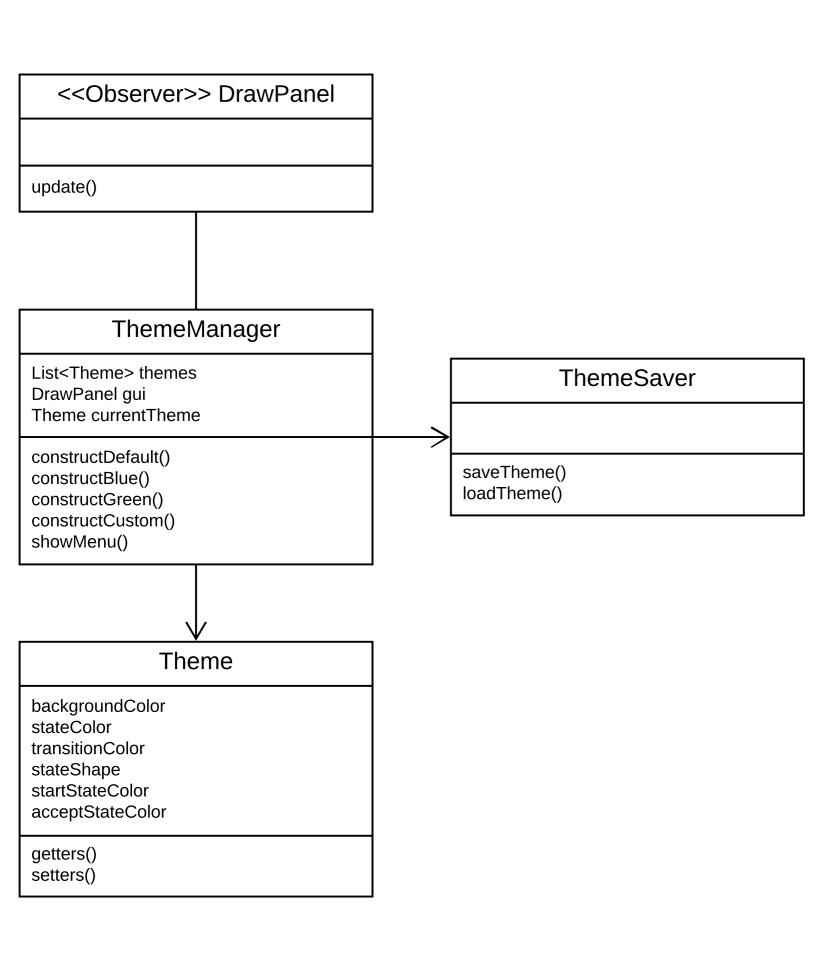
paintShape()
highlight()
unHighlight()

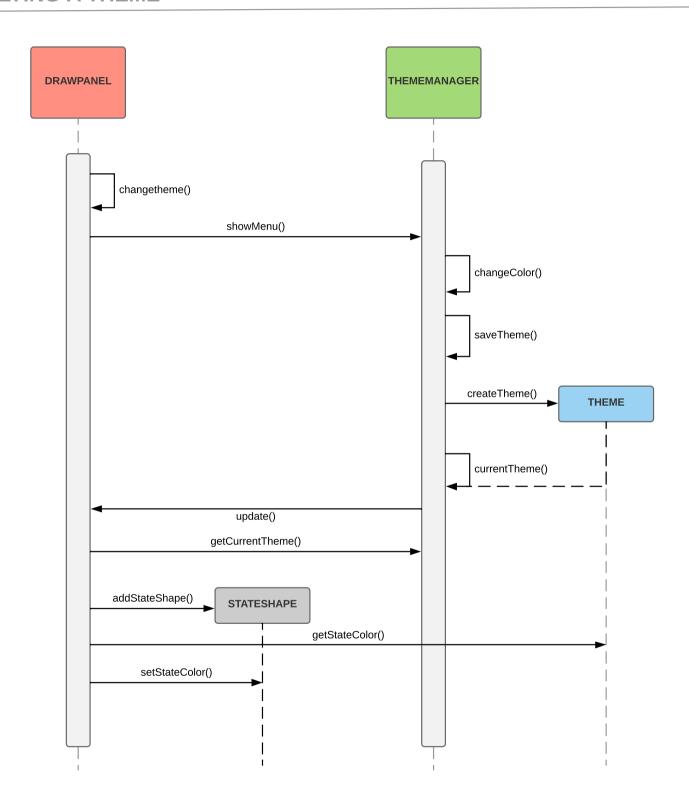
## <<Shape>> StateShape

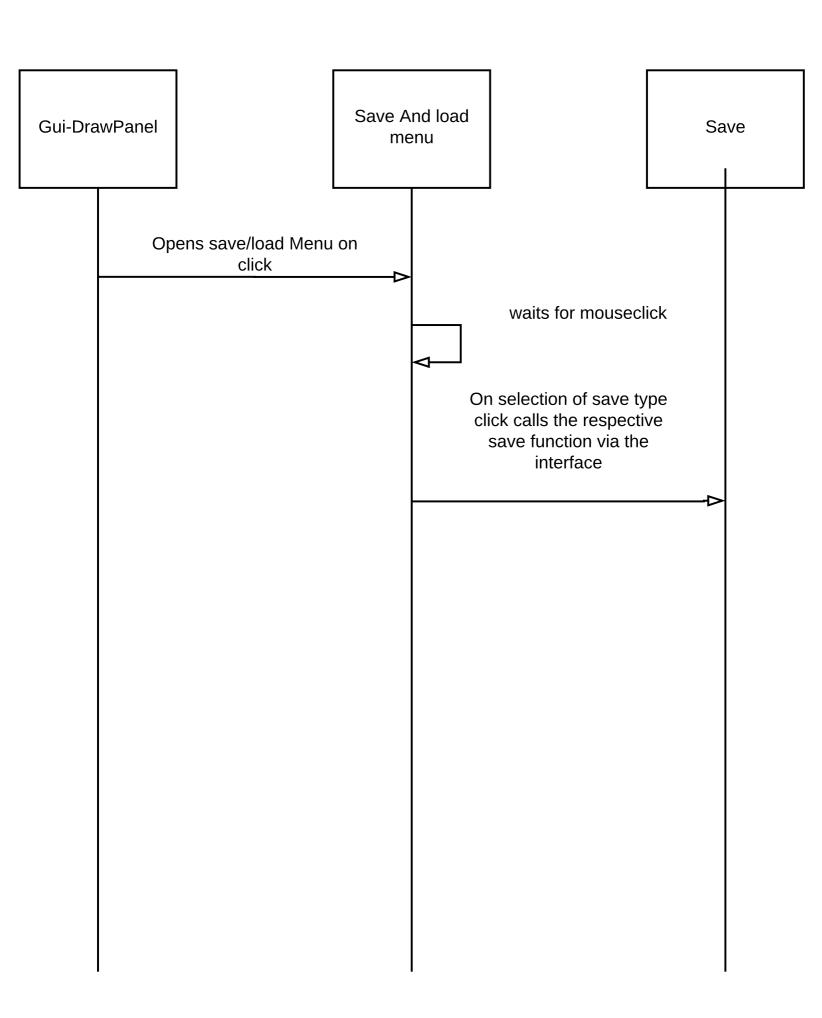
String name boolean isAccepting boolean isStart int xPos int yPos

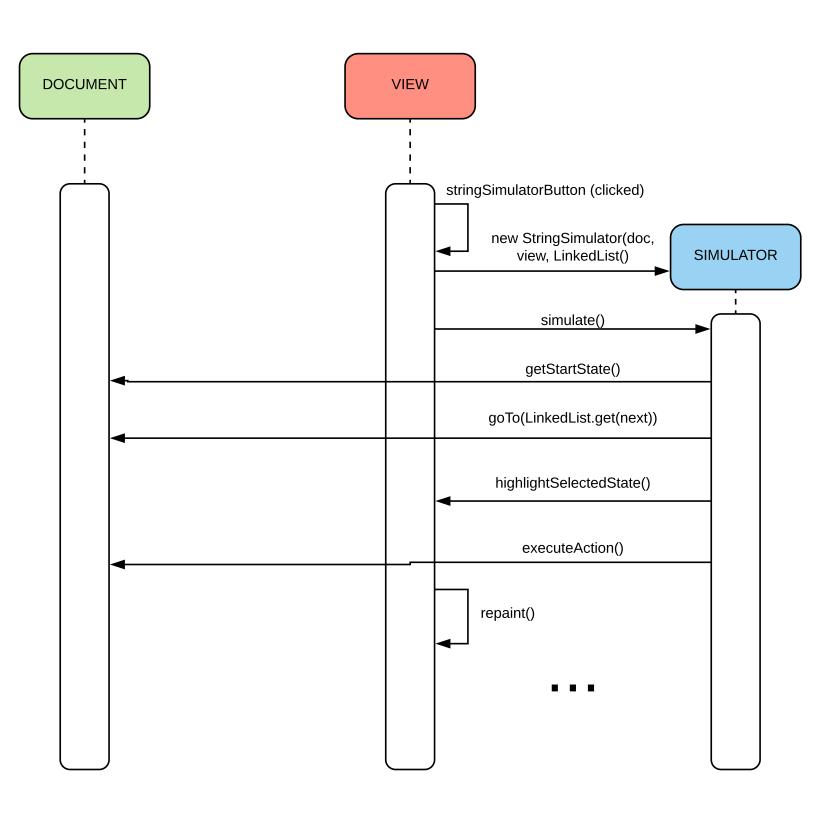
moveShape()
getName()
getX()
getY()
setX()
setY()
toggleAccept()
isAcceptState()
paintShape()

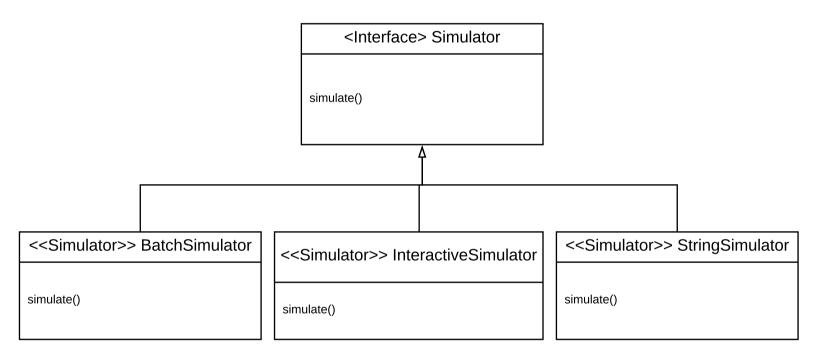
highlight() unHighlight()



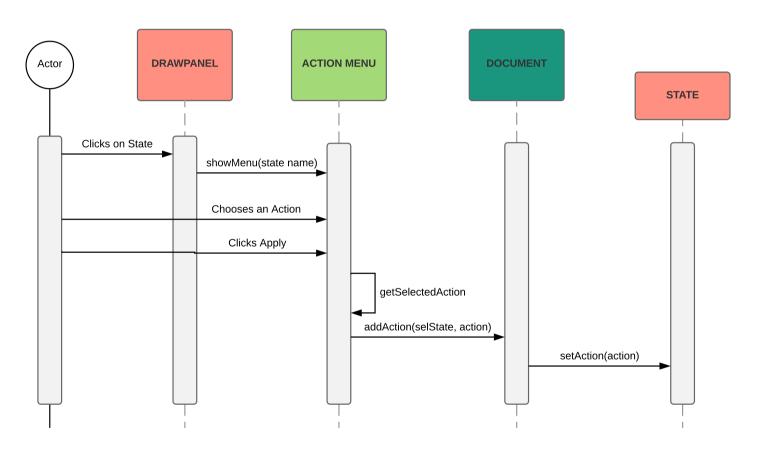








## **ADDING AN ACTION**



TextSave Document Repeated Calls to document, which handles the rest of the interactions. Similar to Gui interacting with Document