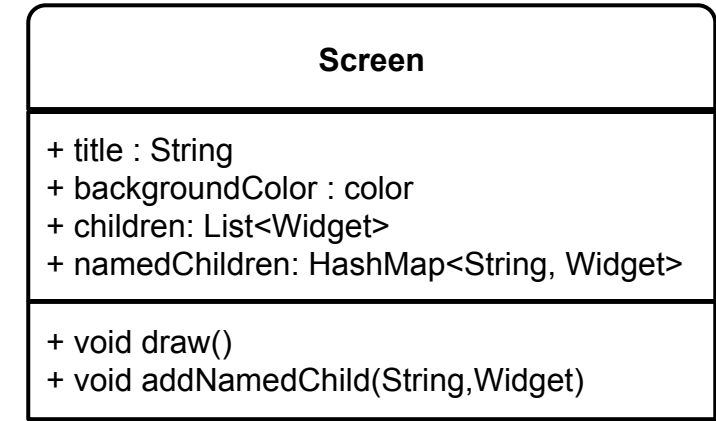


UI Components



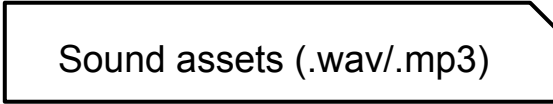
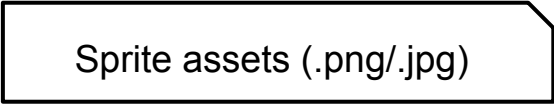
Top-Level Functions:

```
ArrayList<Screen> screens;  
int activeScreen = 0;
```

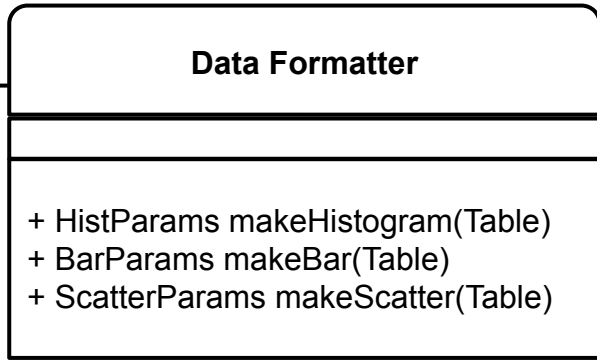
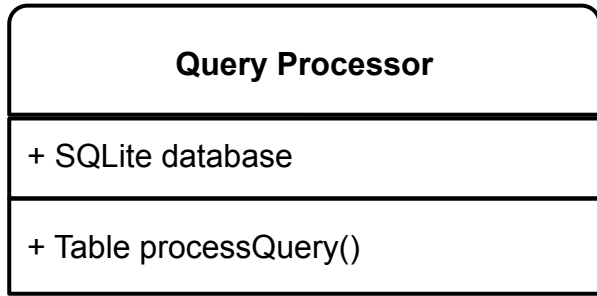
```
Screen getActiveScreen()
```

```
void setup(), draw()  
void mousePressed()  
void mouseDragged()  
void mouseMoved()
```

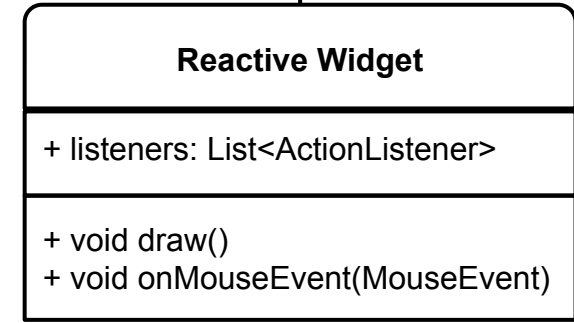
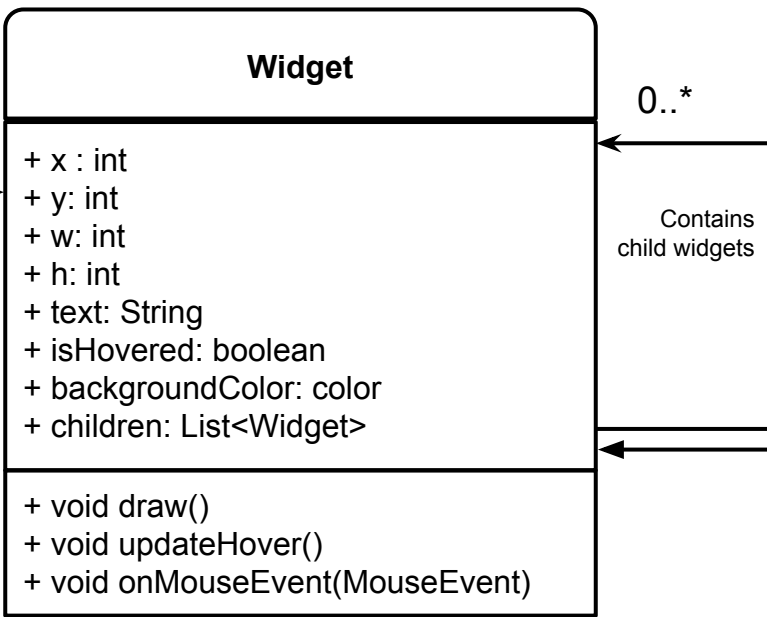
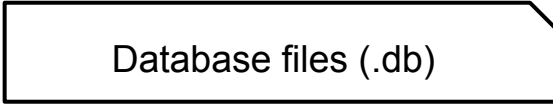
Asset Storage



Functional Components



Data Storage



- Frame
- Container
- Graph
- Shape
- Label
- Image

- Checkbox
- Radio button
- Slider
- Button
- Nav buttons

Contains widgets

0..*

0..*

Contains
child widgets

Provides data for
graphs/charts

Calls function with args