



Frame
+sets: list<Set>
+displayTime: int
+start()
+stop()
+reset()

Set
+lights: list<Light>
+colorizer: Colorizer
+animator: Animator

Colorizer
+animated: bool
-parent: Set
+setup(numLights:int)
+apply()
+tick(dt:int)

Animator
-parent: Set
+setup(numLights:int)
+tick(dt:int)
+reset()
+start()
+isRunning()
+isComplete()