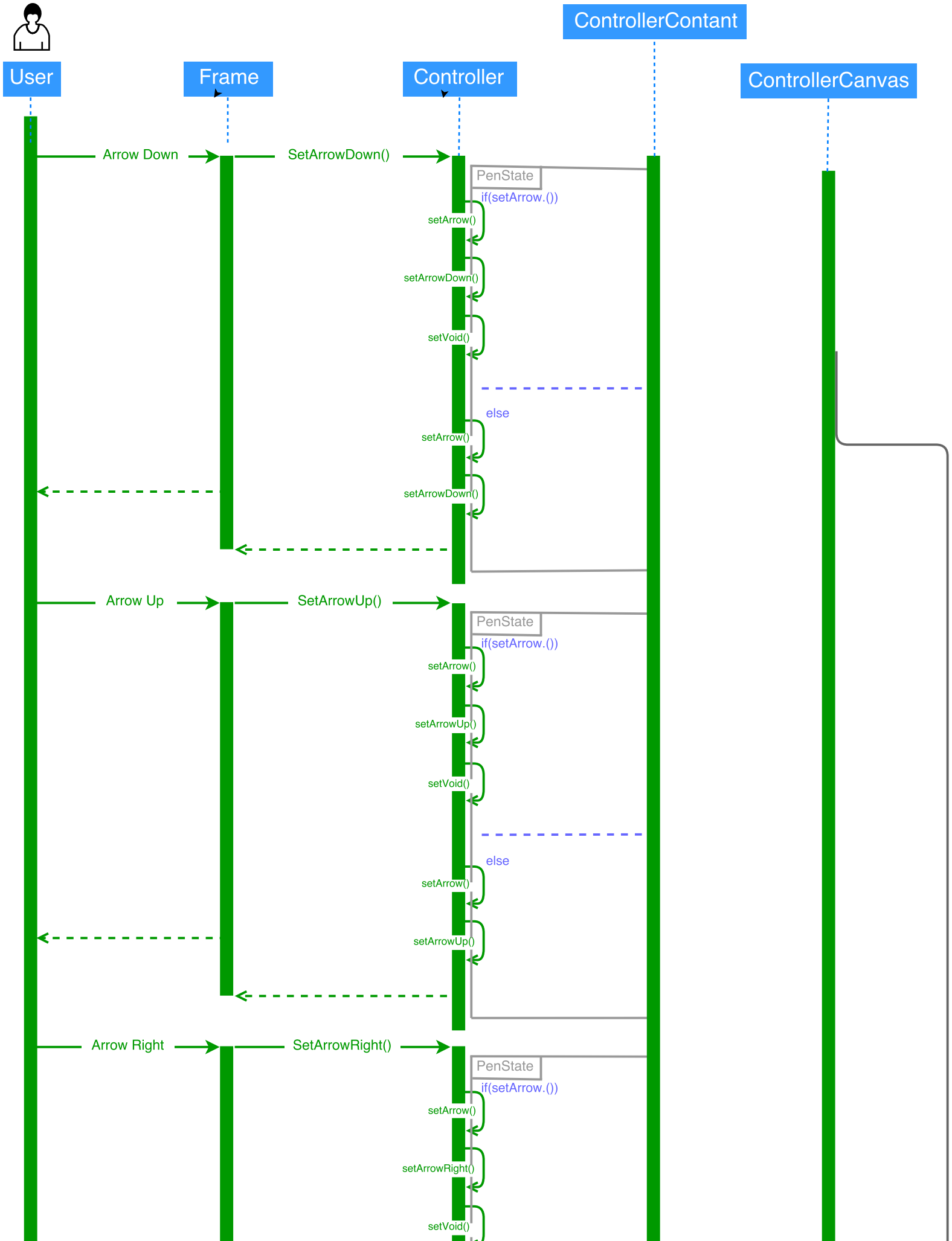
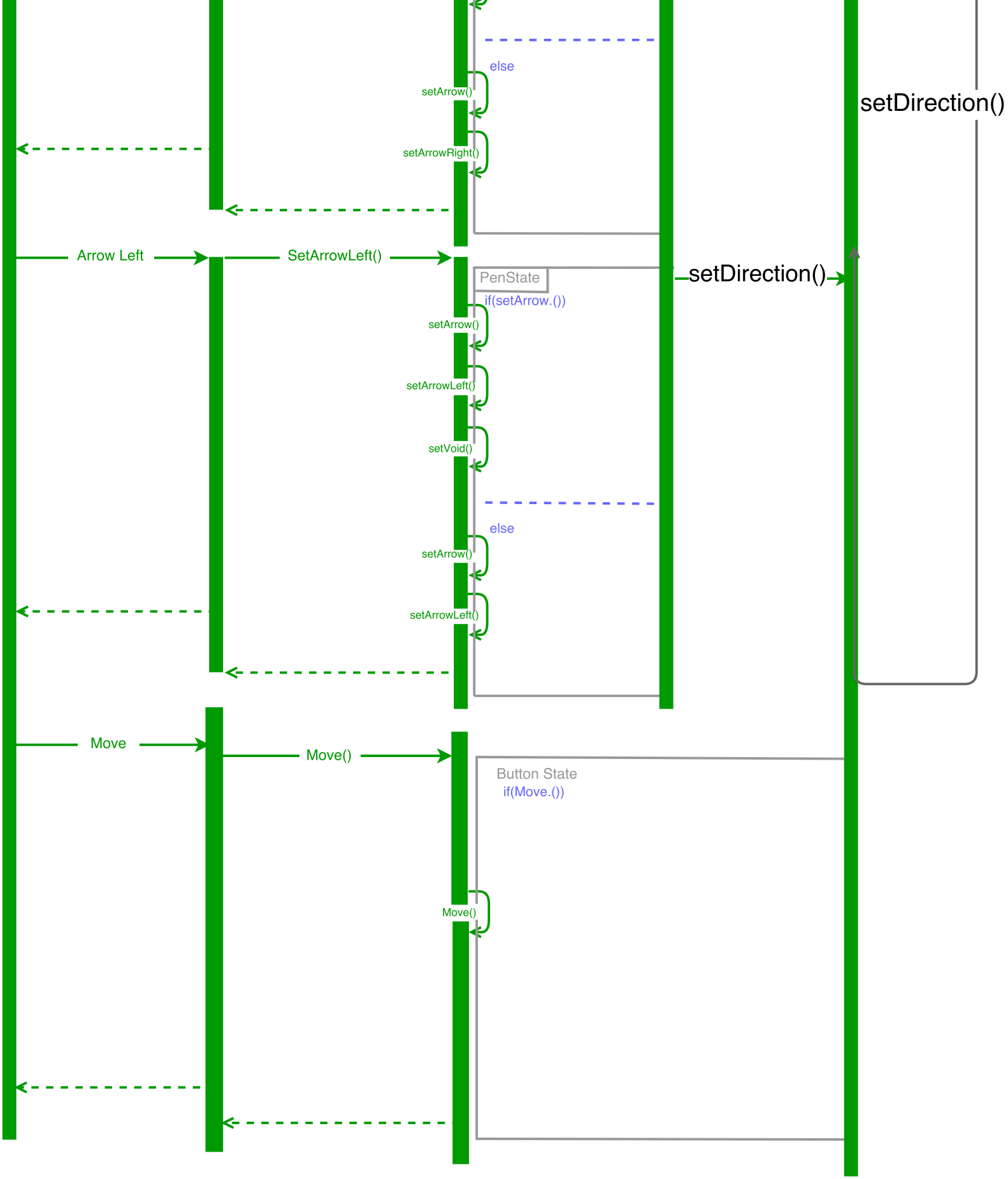

ControllerContant
User
Frame
Controller
ControllerCanvas
Arrow Down
SetArrowDown()
PenState
if(setArrow.())
setArrow()
setArrowDown()
setVoid()
else
setArrow()
setArrowDown()
Arrow Up
SetArrowUp()
PenState
if(setArrow.())
setArrow()
setArrowUp()
setVoid()
else
setArrow()
setArrowUp()
Arrow Right
SetArrowRight()
PenState
if(setArrow.())
setArrow()
setArrowRight()
setVoid()


else
setArrow()
setArrowRight()
setDirection()
Arrow Left
SetArrowLeft()
PenState
if(setArrow.())
setArrow()
setArrowLeft()
setVoid()
setDirection()
else
setArrow()
setArrowLeft()
Move
Move()
Button State
if(Move.())
Move()