Gizmoball: Class List

CS308 Group MW1

### Main:

Main

### Model:

Collisions x

IFlipper x

LFlipper x

RFlipper x

KeyConnection x

GizmoConnection x

IBall x

Ball x

IAbsorber x

Absorber x

IBumper x

TriangleBumper x

SquareBumper x

CircleBumper x

Walls x

Save x

Load

LoadModel x

Model x

IModel x

RotateGizmo x

### View:

BuildBoard x

PlayBoard x

Board x

BuildGUI x

PlayGUI x

IGUI x

### Controller:

GizmoBallL

PlayL

BuildL

SaveL

LoadL

ReloadL

SetGravityL x

SetFrictionL x

AddTriangleBL x

AddSquareBL x

AddCircleBL x

ConnectGizmoL x

DisconnectGizmoL x

AddAbsorberL x

AddLFlipperL x

AddRFlipperL x

AddBallL x

SwitchToPML

SwitchToBML

PlayModeKeyL x

KeyConnectL x

KeyDisconnectL x

MoveGizmoL x

RotateGizmoL x

DeleteGizmoL x

ClearBoardL x

StartL

PauseL

TickL

PlayListeners x

BuildListeners x

### Physics:

Angle

Circle

Geometry

GeometryCompare

GeometryImpl

GeometryInterface

GeometryReference

IntervalList

LineSegment

Newton

SimpleGeometry

Vect

### Physics.CVS:

Entries

Repository

Root