RandomAddresses

- writer: FileWriter
- rand: Random
- filename: String

- RandomAddresses(String)
- selectAddress(Random, FileWriter): static
- writeNumericalSteet(int, int, FileWriter)
- writeAlphabeticalStreet(int, int, FileWriter)

Environment

+ addresses: ArrayList
+ truck: Truck
+ compare: DistanceCompare
+ input: Scanner

+ Environment()
+ run()

Truck

- distance: boolean
- x: int
- y: int
+ moveTruck: MoveTruck
+ mutex: boolean
+ local: Address
+ distanceRoute: DistanceRoute
+ timeRoute: timeRoute

+ Truck(): void
+ addHouse(Address): void
+ changeDistance(boolean): void
+ paintComponent(Graphics): void
+ paint(Graphics): void
+ actionPreformed(actionevent): void
+ setX(int): void
+ setY(int): void
+ getX(): int
+ getY(): int

MoveTruck

+ nextXCoord: int
+ nextYCoord: int
+ truck: Truck

+ MoveTruck(Truck): void
+ setNextXCoord(int): void
+ setNextYCoord(int): void
+ getNextXCoord(): int
+ getNextYCoord(): int
+ moveTruckUp(): void
+ moveTruckDown(): void
+ moveTruckLeft(): void
+ moveTruckRight(): void
+ moveTruckOnGrid(): void