UML Diagram

FacePart

+counter, mouseCount: int

+ face: Face

+rightEye, leftEye: Eye

+nose: Nose +mouth: Mouth +activePart: FacePart

+iv, iv2, iv3, iv4, iv5: ImageView

+sl: Slider +pane: Pane

+setFacePart(FacePart): void

+getPart(): FacePart

+scrollAction(Pane, double): void

+btnAciton(): void

Inspector

+Button: btnChange

+second : Stage +scene2 : Scene

+lastValue:double

+display(): void

Eye

+eyeImage: String

+Eye(): void

+Eye(String) : void

+getFace(): void

+btnAction(): void

+scrollAction(Pane,

double): void

Face

+fac : String

+Face(): void

+Face(String): void

+getFace(): void

+btnAction(): void

+scrollAction(Pane, double): void

Mouth

+mouth: String

+Mouth(): void

+Mouth(String): void

+getFace(): void

+btnAction(): void

+scrollAction(Pane, double):

void

Nose

+nose: String

+Nose(): void

+Nose(String): void

+getNose(): void

+btnAction(): void

+scrollAction(Pane,

double): void