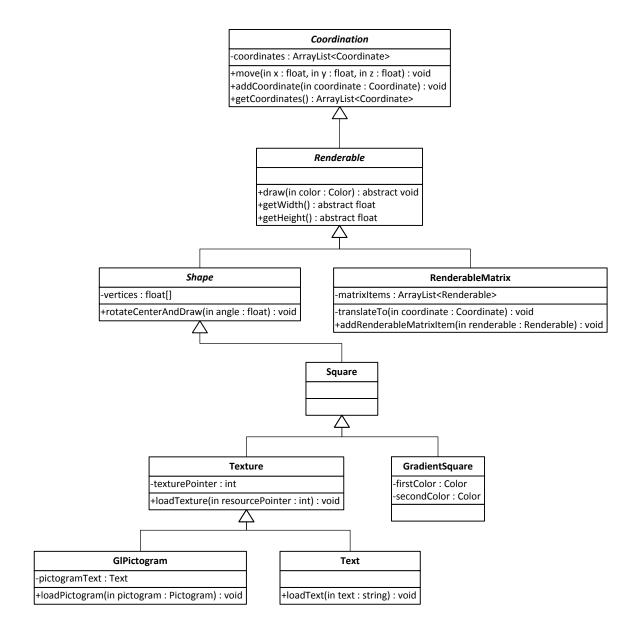
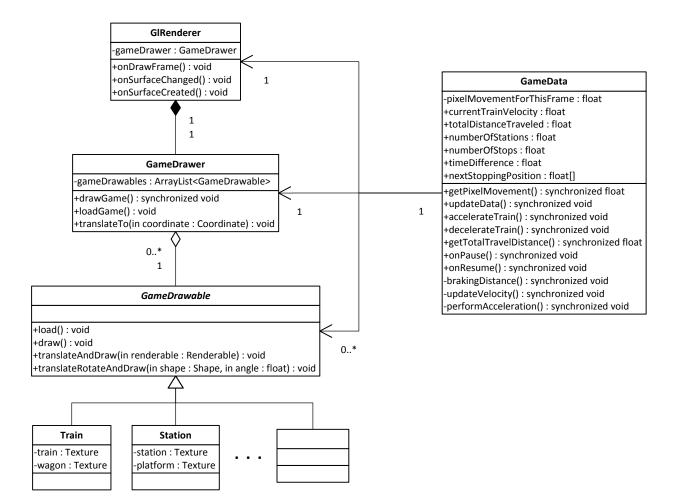
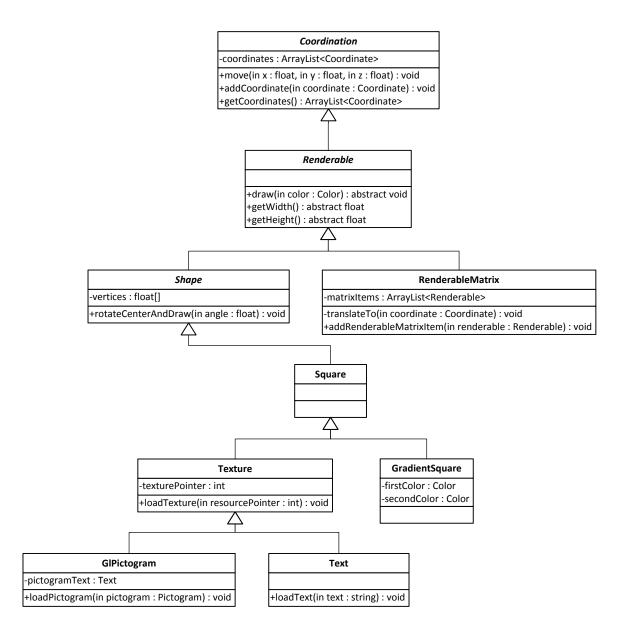
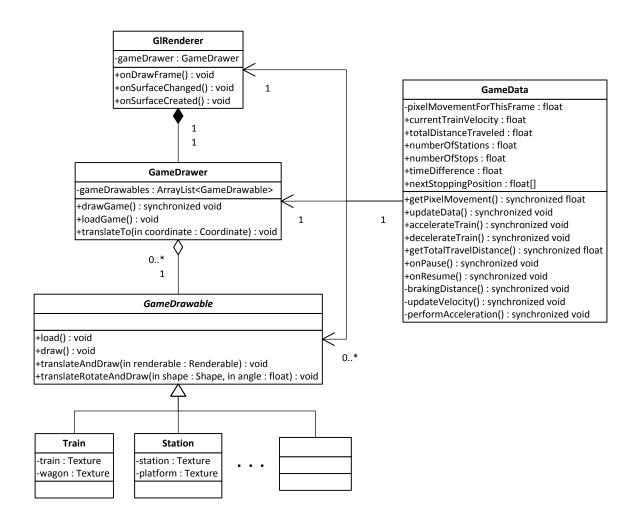
Coordinate	Color	ArrayList <coordinate></coordinate>	ArrayList <renderable></renderable>	ArrayList <gamedrawable></gamedrawable>	Pictogram	float[]









## Abstract class Class name -Private Attribute +Public Attribute -Private Method() +Public Method()