https://www.github.com/hrystynaa/lab3-go

lang

S Parser

○ Parse(in io.Reader) ([]painter.Operation, error)

painter

S Loop

○ Receiver Receiver
○ Mq MessageQueue

● Start(s screen.Screen)
● Post(op Operation)
● StopAndWait()

uses   *uses*

S MessageQueue

○ Operations []Operation

● Push(op Operation)
● Pull() Operation

I Receiver

● Update(t screen.Texture)

uses   *implements*

S Visualizer

○ Title string
○ Debug bool

● OnScreenReady func(screen.Screen)

● Main()
● Update(t screen.Texture)

C []Operation

C func(screen.Texture)

I Operation

○ Do(t screen.Texture) bool

alias of   *implements*   *alias of* *implements*

T OperationList

● Do(t screen.Texture) bool

T OperationFunc

● Do(t screen.Texture) bool

implements

S BgRectangle

○ X1 int

● Do(t screen.Texture) bool

implements

S Move

○ X int
○ Figures []*Figure

● Do(t screen.Texture) bool

implements

S updateOp

● Do(t screen.Texture) bool

implements   *uses*

S Figure

○ X int

● Do(t screen.Texture) bool