Vehicle

nrDoors: int
enginePower: double
- currentSpeed: double
color: Color
modelName: String
x: double
y: double
currDirection: double
size: double
- isLoaded: bool

+ setCurrentSpeed(speed: double)
+ getSize(): double
+ getX(): double
+ getY(): double
# setX(xCoord: double)
# setY(yCoord: double)
+ getNrDoors(): int
+ getEnginePower(): double
+ getCurrentSpeed(): double
+ getColor(): Color
+ setColor(): Color
+ startEngine()
+ stopEngine()
+ move()
+ turnLeft()
+ turnRight()
# incrementSpeed(amount: double)
# decrementSpeed(amount: double)
# speedFactor(): double
+ gas(amount: double)
+ brake(amount: double)
+ getIsLoaded(): bool
+ setIsLoaded(idk bool): void

Movable

move()
turnLeft()
turnRight()

DrawPanel

~ BufferedImages
~ Pointers: Point

~ MoveIT(car Vehicle, x int, y int): void
+ DrawPanel(x int, y int)
# PaintComponent(g graphics)

CarView

–X: int
-Y: int
~ carC: CarController
~ drawPanel: DrawPanel
~ controlPanel: JPanel
~ buttons

Garage<T>

- maxNmr: int
- loadedVehicles: List<T>

+ setMaxNmr(max: int)
+ getMaxNmr(): int
+ loadedVehicle(car: T)
+ getGarageLoaded(): int
+ deloadVehicle(index: int):T

Truck

- bed: TruckBed

+ getAngle(): double
+ raise(degrees: int)
+lower(degrees: int)
+ startEngine()

CarController

~running: bool
-delay: int
-timer: Timer
-frame: Carview
~cars: Arraylist

~ gas(int amount): void
~ brake(int amount): void
~ turnLeft(): void
~ turnRight(): void
~ turboOn: void
~ turboOff: void
~ startEngine: void
~ stopEngine: void
~ raise(int amount): void
~ lower(int amount): void

TimeListner

+ actionperformed(actionevente): void

Saab95

- turboOn: boolean

+ setTurboOn()
+ setTurboOff()
+ setX(xCoord: double)
+ setY(yCoord: double)
+ getX(): double
+ getY(): double
# speedFactor(): double
+ getSize(): double

Volvo240

- trimFactor: double

+ speedFactor(): double
+ setX(xCoord double): void
+ setY(yCoord double): void
+ getX(): double
+ getY(): double

Scania

- bed: TruckBed

+ gas(amount double): void

transportCar<T>

- carDistance: int
- loadedCars: ArrayList<T>
+ open(): void
+ close(): void
+ loadCar(T car): void
+ deloadCar(): void
+ move(): void

TruckBed

angle: int

+setAngle(ang:int, speed:double)
getAngle(): int
+Raise(degrees: int, speed: double)
+ Lower(degrees: int, speed: double)

PersonalCar

+ getSize(): double
+ getX(): double
+ getY(): double
+ setX(x: double)
+ setY(y: double)

Record video

Comment