HW3 Class Diagram

CommandStack

+ commands: array

+ add_command(command): void
+ execute_commands(): void

Main Application Layer

+ minsize: int,int
+ x,y: int,int
+ drawingObjectArray: array
+ validMove: bool
+ movingBox: Box_Class
+ stackList: CommandStack
+ realStackList: UndoStack

+ undo_command(): void
+ save_file_user(): void
+ save_canvas(): void
+ load_workspace(): void
+diagram_name_user(): void
+ clear_canvas(): void
+ clear_array(): void
+ on_button_press(event): void
+ on_button_release(event): void
+ add_stack_push_sequence(): void
+ refresh_canvas(): void
+ check_bound(): bool
+ create_class_bit(): void
+ create_binary_association(): void
+ create_aggregation(): void
+ create_composition(): void
+create_generalization(): void
+create_dependency(): void
+ close_window(): void

UndoStack

+ stack: array

+ addExecutionChainCommand(ExecutionChain): void
+ popOffExecutionChain(): void

Comand

+ coordinates: int

+ execute(): void

Class_Box

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ execute(): void

Binary_Association

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getOtherSquarePoints(): void
+ execute(): void

Dependency_Association

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getOtherSquarePoints(): void
+ execute(): void

Move_Class

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getOtherSquarePoints(): void
+ execute(): void

Aggreation_Association

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getOtherSquarePoints(): void
+ execute(): void

Composition_Association

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getOtherSquarePoints(): void
+ execute(): void

Generalization_Association

+ x0: int
+ x1: int
+ y0: int
+ y1: int
+canvasObject: canvas
+drawingSave: tkObject
+ classNameString: string
+ connections: array

+ getSlope(): float
+ getInterceptB(): int
+ distance(x0, x1, y0, y1): int
+ getDiagonalFromStart(): void
+ getDiagonalPointsFromEnd(): void
+ getOtherSquarePoints(): void
+ execute(): void