UML – Labb1

Labb1

*- Frame*: MainFrame

+ main(u : String[]) : void  
+ init()  
- createAndShowGUI()  
+ getFrame()  
+ setFrame()

Button

GUI

**MyButton**

*-* buttonDimension: Dimension  
*-* c1:Color  
*-* c2:Color  
*-* s1:String  
*-* s2:String  
*-* active:boolean

+ MyButton(Color c1, Color c2, String s1, String s2)  
- toggleState()  
+ actionPerformed(ActionEvent arg0)  
+

MainFrame

*-* mainFramLayout: BorderLayout  
*-* boardDimension: Dimension  
*-* button1: MyButton  
*-* button2: MyButton

+ MainFrame()