

se.hig.oodp.lab.model

Vertex2D

- x: double
- y: double
- Vertex2D(x:double, y:double)
- getX(): double
- getY(): double
- moveBy(dx:double, dy:double): Vertex2D
- rotate(ref:Vertex2D, angle:double): Vertex2D
- scale(ref:Vertex2D, x_factor:double, y_factor:double): Vertex2D
- toString(): String

se.hig.oodp.lab.model.figure

Point

- center: Vertex2D
- Point(center:Vertex2D)
- moveBy(dx:double, dy:double)
- getCenter(): Vertex2D
- toString(): String

Line

- center: Vertex2D
- v0: Vertex2D
- v1: Vertex2D
- vertices: ArrayList<Vertex2D>
- Line(v0:Vertex2D, v1:Vertex2D)
- moveBy(dx:double, dy:double)
- rotate(angle:double)
- scale(xFactor:double, yFactor:double)
- getCenter(): Vertex2D
- toString(): String

Triangle

- center: Vertex2D
- v0: Vertex2D
- v1: Vertex2D
- v2: Vertex2D
- vertices: ArrayList<Vertex2D>
- Triangle(v0:Vertex2D, v1:Vertex2D, v2:Vertex2D)
- moveBy(dx:double, dy:double)
- rotate(angle:double)
- scale(xFactor:double, yFactor:double)
- getCenter(): Vertex2D
- getVertex(n:int): Vertex2D
- toString(): String

Rectangle

- center: Vertex2D
- v0: Vertex2D
- v1: Vertex2D
- v3: Vertex2D
- v3: Vertex2D
- vertices: ArrayList<Vertex2D>
- width: double
- height: double
- center: Vertex2D
- v0: Vertex2D
- v1: Vertex2D
- v3: Vertex2D
- v3: Vertex2D
- vertices: ArrayList<Vertex2D>
- width: double
- height: double
- Rectangle(center:Vertex2D, width:double, height:double)
- moveBy(dx:double, dy:double)
- rotate(angle:double)
- scale(xFactor:double, yFactor:double)
- getCenter(): Vertex2D
- getVertex(n:int): Vertex2D
- toString(): String
- Rectangle(center:Vertex2D, width:double, height:double)
- moveBy(dx:double, dy:double)
- rotate(angle:double)
- scale(xFactor:double, yFactor:double)
- getCenter(): Vertex2D
- getVertex(n:int): Vertex2D
- toString(): String

Circle

- center: Vertex2D
- radius: double
- Circle(center:Vertex2D, radius:double)
- moveBy(dx:double, dy:double)
- scale(factor:double)
- getCenter(): Vertex2D
- getRadius(): double
- toString(): String

Square

- center: Vertex2D
- v0: Vertex2D
- v1: Vertex2D
- v3: Vertex2D
- v3: Vertex2D
- vertices: ArrayList<Vertex2D>
- side: double
- Square(center:Vertex2D, side:double)
- moveBy(dx:double, dy:double)
- rotate(angle:double)
- scale(xFactor:double, yFactor:double)
- getCenter(): Vertex2D
- getVertex(n:int): Vertex2D
- toString(): String