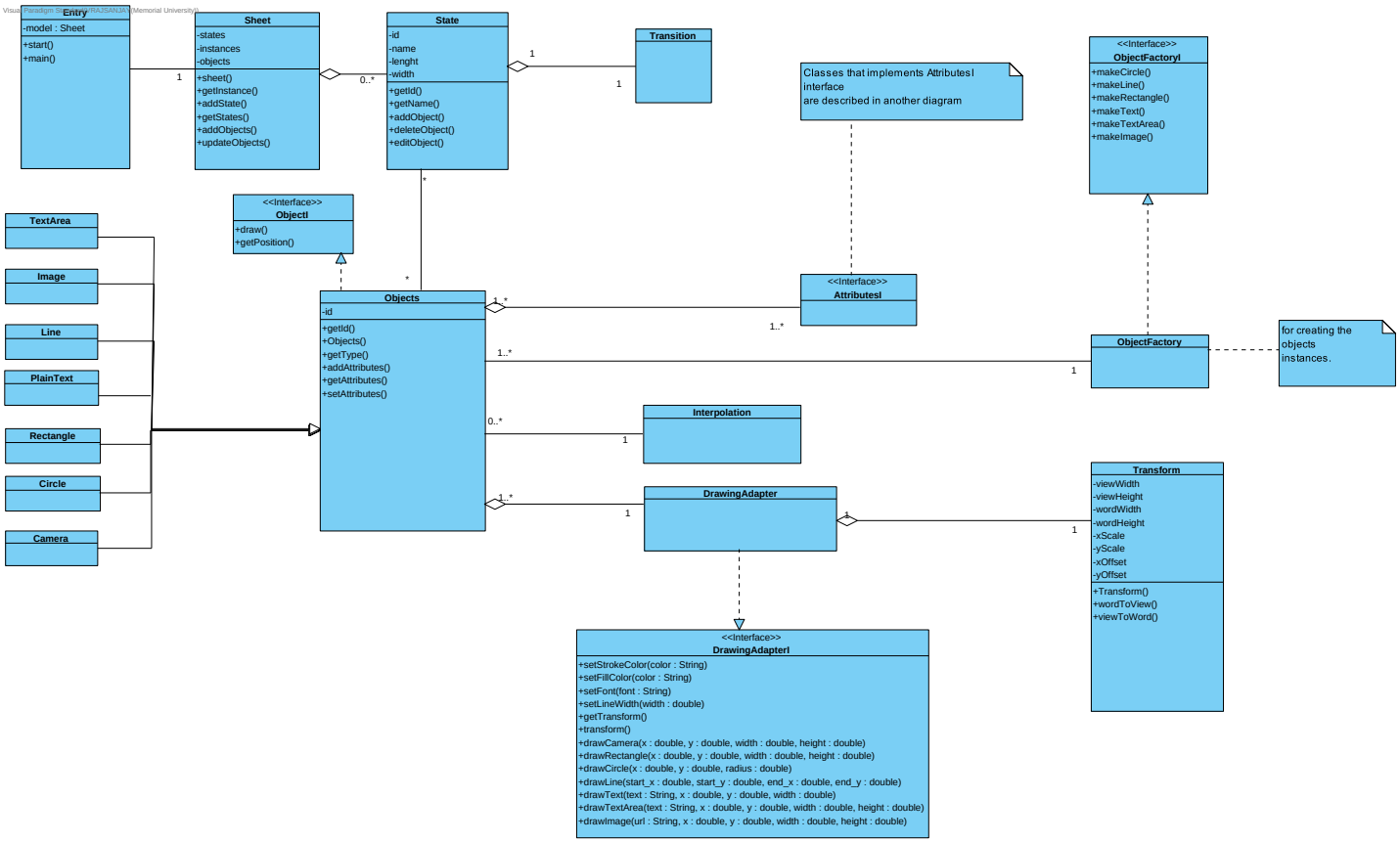
Entry
-model : Sheet
+start()
+main()
Sheet
-states
-instances
-objects
+sheet()
+getInstance()
+addState()
+getStates()
+addObjects()
+updateObjects()
State
-id
-name
-lenght
-width
+getId()
+getName()
+addObject()
+deleteObject()
+editObject()
Transition
Classes that implements AttributesI interface
are described in another diagram
<<Interface>>
ObjectFactoryI
+makeCircle()
+makeLine()
+makeRectangle()
+makeText()
+makeTextArea()
+makeImage()
TextArea
Image
Line
PlainText
Rectangle
Circle
Camera
<<Interface>>
ObjectI
+draw()
+getPosition()
Objects
-id
+getId()
+Objects()
+getType()
+addAttributes()
+getAttributes()
+setAttributes()
<<Interface>>
AttributesI
ObjectFactory
for creating the objects instances.
Interpolation
DrawingAdapter
Transform
-viewWidth
-viewHeight
-wordWidth
-wordHeight
-xScale
-yScale
-xOffset
-yOffset
+Transform()
+wordToView()
+viewToWord()
<<Interface>>
DrawingAdapterI
+setStrokeColor(color : String)
+setFillColor(color : String)
+setFont(font : String)
+setLineWidth(width : double)
+getTransform()
+transform()
+drawCamera(x : double, y : double, width : double, height : double)
+drawRectangle(x : double, y : double, width : double, height : double)
+drawCircle(x : double, y : double, radius : double)
+drawLine(start_x : double, start_y : double, end_x : double, end_y : double)
+drawText(text : String, x : double, y : double, width : double)
+drawTextArea(text : String, x : double, y : double, width : double, height : double)
+drawImage(url : String, x : double, y : double, width : double, height : double)