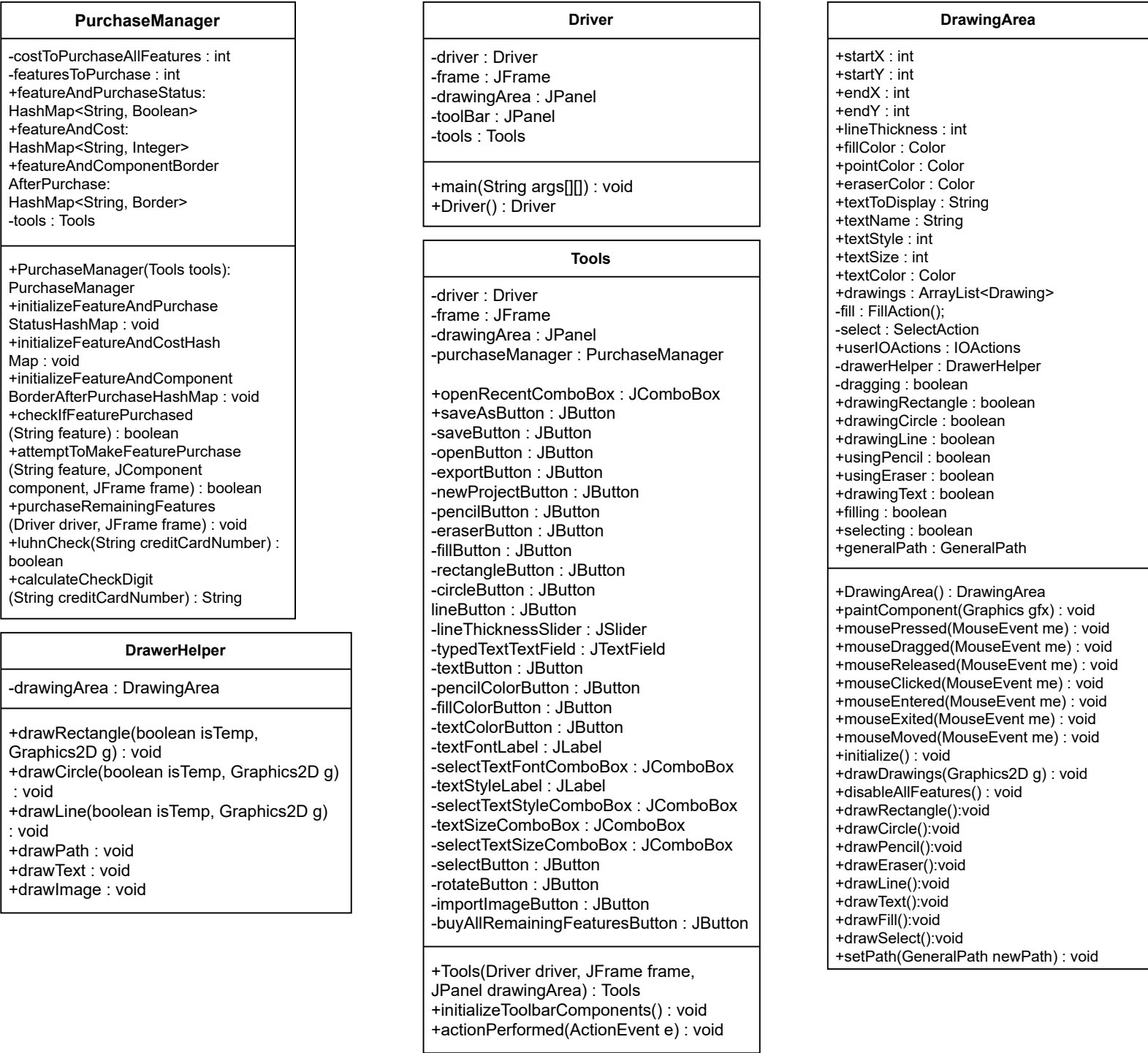


PaintDotOrgRefactored UML Diagram



CircleDrawing
<pre> +CircleDrawing(int startX, int startY, int endX, int endY, Color color, int thickness, boolean filled) : CircleDrawing +draw(Graphics2D g) : void +checkForIntersectionWithMouseEvent(MouseEvent me, DrawingArea drawingArea) : boolean </pre>

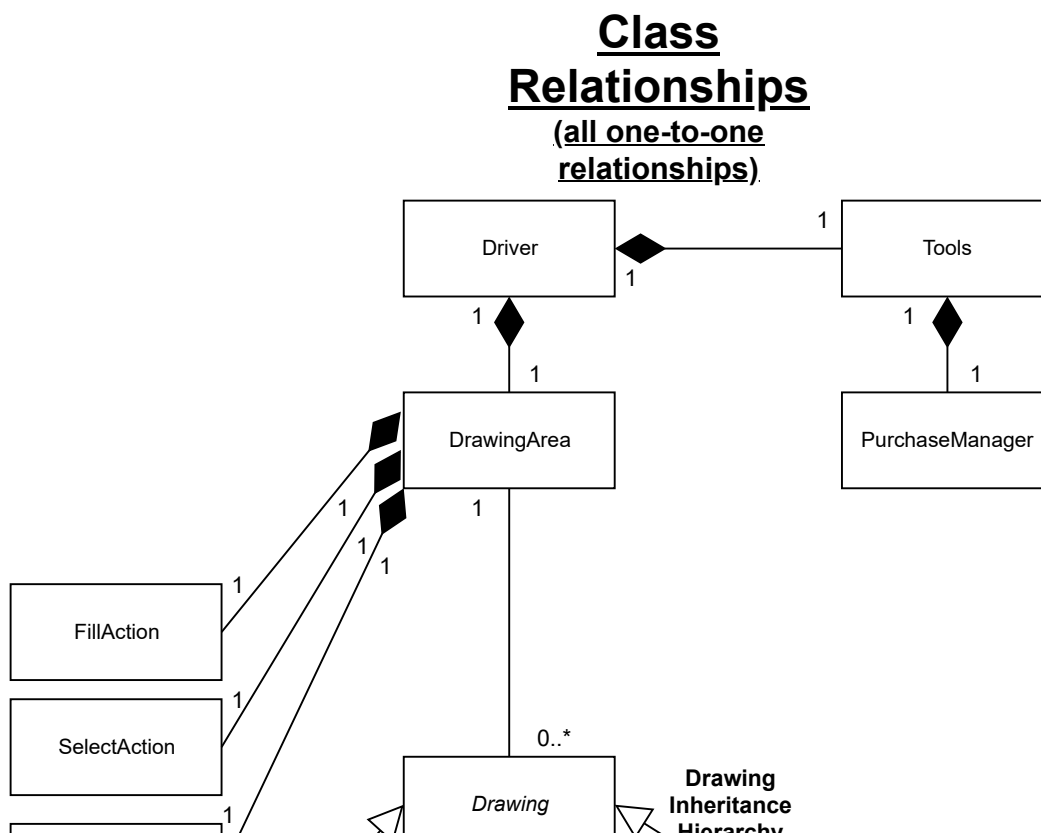
PathDrawing
-path : GeneralPath
+PathDrawing(GeneralPath path, Color color, int thickness) : PathDrawing +draw(Graphics2D g) : void +checkForIntersectionWithMouseEvent(MouseEvent me, DrawingArea drawingArea) : boolean

<b>TextDrawing</b>
-textToDisplay : String -textName : String -textStyle : int -textSize : int
+TextDrawing(int startX, int startY, Color color,String textToDisplay, String name, int style, int size) : TextDrawing +draw(Graphics2D g) : void +checkForIntersectionWithMouseEvent(MouseEvent me, DrawingArea drawingArea) : boolean

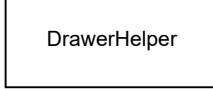
ImageDrawing
-image : BufferedImage -isDraggable : boolean -drawingArea : DrawingArea
+ImageDrawing(BufferedImage image, int startX, int startY, int endX, int endY, boolean draggable, DrawingArea drawingArea) : ImageDrawing +draw(Graphics2D g) : void +checkForIntersectionWithMouseEvent(MouseEvent me, DrawingArea drawingArea) : boolean

<pre>+rotateSelectedDrawing(MouseEvent me, DrawingArea) : void</pre>
<p style="text-align: center;"><b>IOActions</b></p>
<pre>+savePath:Path -saveFile:File +loadedImage:bufferedImage -openRecent:boolean +oadedImageDraggable:boolean -drawingArea : DrawingArea</pre>
<pre>+saveAs(DrawingArea drawingArea):void +save(DrawingArea drawingArea):void +open(DrawingArea drawingArea):void +openRecent(DrawingArea drawingArea,Path loadFilePath):void +newProject(DrawingArea drawingArea):void +importImage(DrawingArea drawingArea):void +addLoadedImageToDrawingArea() : void</pre>

Drawing
<pre>#thickness : int #startX : int #startY : int #endX : int #endY : int #filled : boolean #color : Color</pre>
<pre>+draw(Graphics2D g) : void +checkForIntersectionWith   MousePoint(MouseEvent me,   DrawingArea drawingArea) :   boolean</pre>



### Drawing Inheritance Hierarchy



Hierarchy

