model.qui.activity.Square - width: int - height: int - x: int - v: int - name: String - color: Color + getName(): String + setName(name: String): void + getWidth(): int + setWidth(width: int): void + getHeight(): int + setHeight(height: int): void + getColor(): Color + setColor(color: Color): void + getX(): int + setX(x: int): void + getY(): int + setY(y: int): void

model.gui.activity.DesignActivity - SCREEN: Dimension - width: int - height: int + createShop(wh: int, ht: int, x: int, y: int, name: String, distance: int): Square + createRestaurant(wh: int, ht: int, x: int, y: int, name: String, distance: int): Square + createBabyFair(wh: int, ht: int, x: int, y: int, name: String, distance: int): Square + createAdultFair(wh: int. ht: int. x: int. v: int. name: String. distance: int): Square model.gui.activity.ActivityInsertion - shop: List<Square> - restaurant: List<Square> - babvFair: List<Square> - adultFair: List<Square> + ActivityInsertion() + listActivity(): void + getShop(): List<Square> + getRestaurant(): List<Square> + getAdultFair(): List<Square> + getBabyFairt(): List<Square> view.qui.SimulationPanel