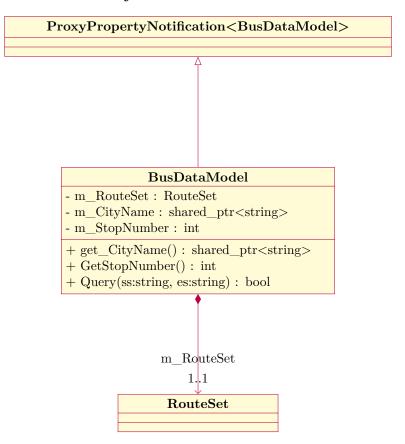
1 Common Layer

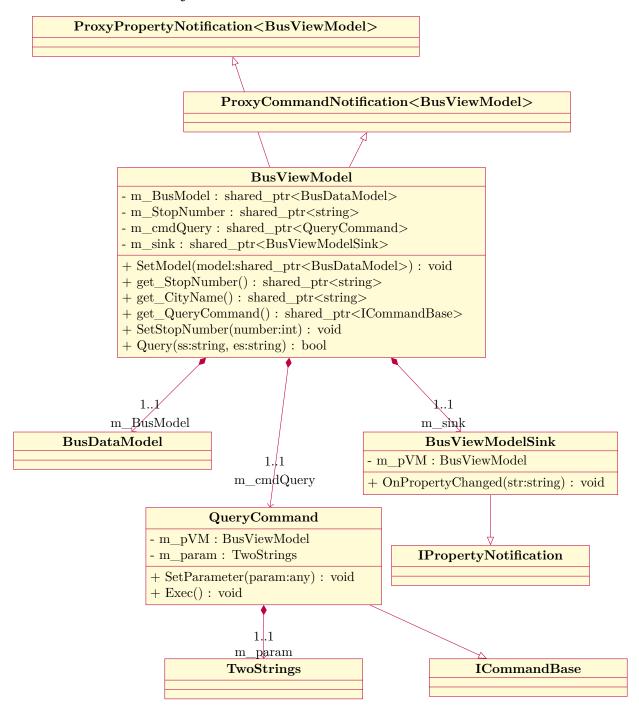
Station - $m_name : string$ - m_x : double - m_y : double + set Name(name:string): + get_Name() : string $+ \operatorname{set}_{x}(x:double) : void$ $+ get_x() : double$ $+ set_y(y:double) : void$ $+ get_y() : double$ 1...* $m_BusStops$ BusRoute - m_Number : int - m_BusStops : vector<Station> + get_BusRoute(): vector<Station> + Clear(): void + Add(s:Station) : void1...* m_BusLines RouteSet - m_Number: int - m_BusLines : vector<BusRoute> + get_BusLine() : vector<BusRoute> + Add(b:BusRoute) : void + Clear(): void

TwoStrings - m_s1: string - m_s2: string + get_S1(): string + get_S2(): string + set_S1(str:string): void + set_S2(str:string): void

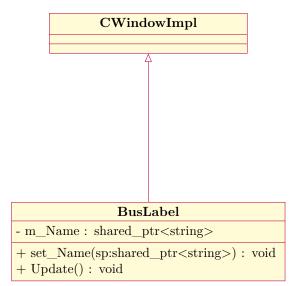
2 Model Layer



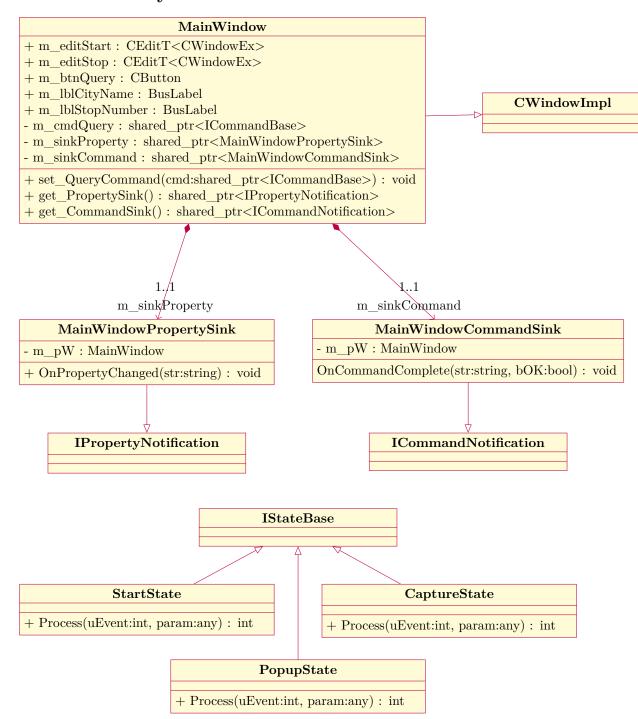
3 ViewModel Layer



4 View Layer



5 Window Layer



6 App Layer

