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Exam 3 UML

Model
- width: int - height: int - color: Color - shape: int
+ Model(width: int, height: int, color: Color)
+ getIconWidth(): int + getIconHeight(): int + getIconColor: Color + getShape(): int + setIconWidth(width: int) + setIconHeight(height: int) + setIconColor(color: Color) + setShape(shape: int)
+ paintIcon(Component c, Graphics g, int x, int y)

Controller
- model: Model - view: View
+ Controller(model: Model, view: View)
+ control()

View
- frame: JFrame - p: JPanel - slider: JSlider - label: JLabel - icon: Model - rectangle: JButton - triangle: JButton - circle: JButton - red: JButton - yellow: JButton - blue: JButton
+ View(model: Model)
+ getRectangle(): JButton + getTriangle(): JButton + getCircle(): JButton + getRed(): JButton + getYellow(): JButton + getBlue(): JButton + getLabel(): JLabel + getSlider(): JSlider