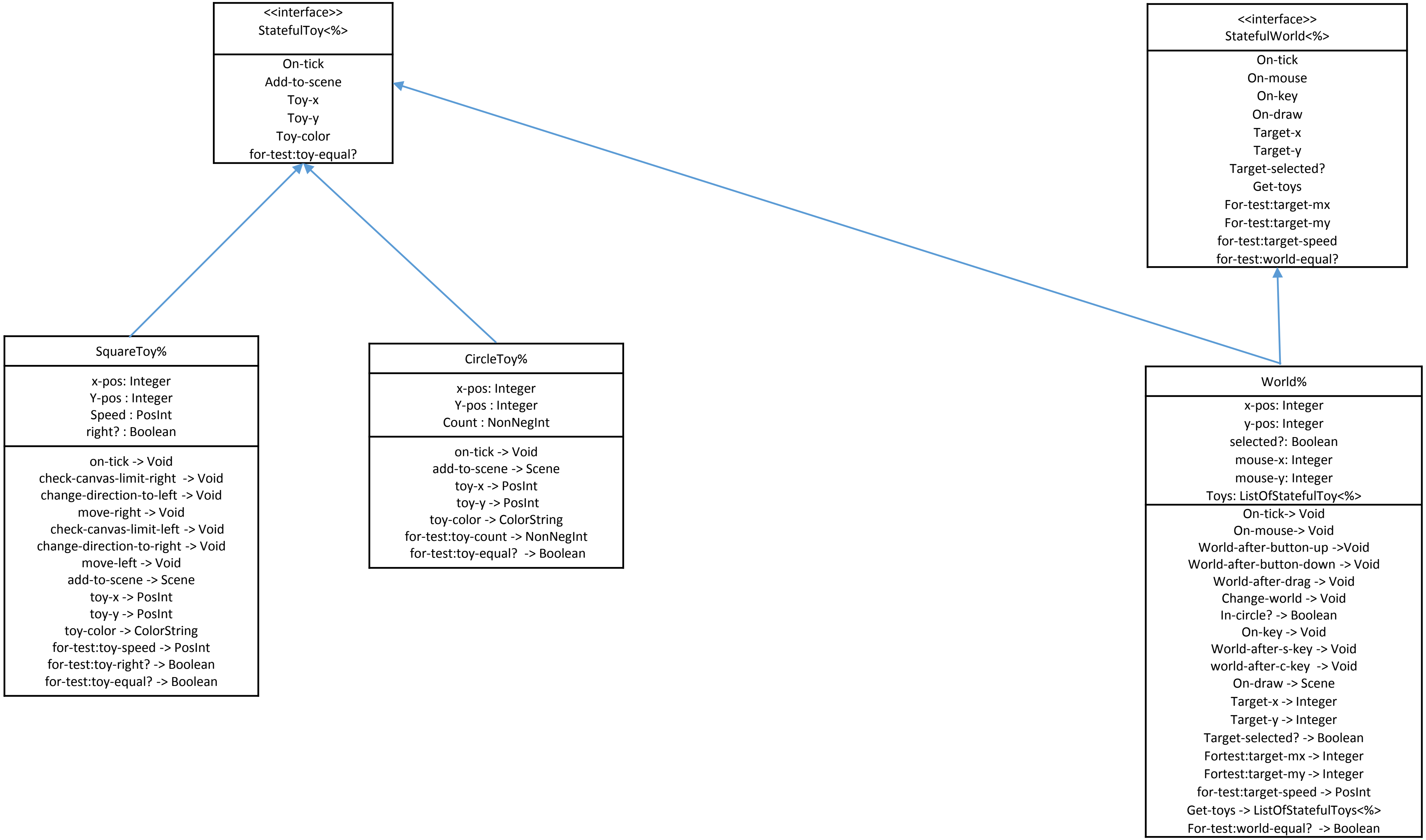

<<interface>>
StatefulToy<%>

On-tick
Add-to-scene
Toy-x
Toy-y
Toy-color
for-test:toy-equal?

<<interface>>
StatefulWorld<%>

On-tick
On-mouse
On-key
On-draw
Target-x
Target-y
Target-selected?
Get-toys
For-test:target-mx
For-test:target-my
for-test:target-speed
for-test:world-equal?

SquareToy%

x-pos: Integer
Y-pos : Integer
Speed : PosInt
right? : Boolean

on-tick -> Void
check-canvas-limit-right -> Void
change-direction-to-left -> Void
move-right -> Void
check-canvas-limit-left -> Void
change-direction-to-right -> Void
move-left -> Void
add-to-scene -> Scene
toy-x -> PosInt
toy-y -> PosInt
toy-color -> ColorString
for-test:toy-speed -> PosInt
for-test:toy-right? -> Boolean
for-test:toy-equal? -> Boolean

CircleToy%

x-pos: Integer
Y-pos : Integer
Count : NonNegInt

on-tick -> Void
add-to-scene -> Scene
toy-x -> PosInt
toy-y -> PosInt
toy-color -> ColorString
for-test:toy-count -> NonNegInt
for-test:toy-equal? -> Boolean

World%

x-pos: Integer
y-pos: Integer
selected?: Boolean
mouse-x: Integer
mouse-y: Integer
Toys: ListOfStatefulToy<%>

On-tick-> Void
On-mouse-> Void
World-after-button-up ->Void
World-after-button-down -> Void
World-after-drag -> Void
Change-world -> Void
In-circle? -> Boolean
On-key -> Void
World-after-s-key -> Void
world-after-c-key -> Void
On-draw -> Scene
Target-x -> Integer
Target-y -> Integer
Target-selected? -> Boolean
Fortest:target-mx -> Integer
Fortest:target-my -> Integer
for-test:target-speed -> PosInt
Get-toys -> ListOfStatefulToys<%>
For-test:world-equal? -> Boolean