Publisher<%> (interface)

<<interface>>
Publisher<%>

subscribe-as-buddy

StatefulToy<%> (interface)

<<interface>>
StatefulToy<%>

On-mouse
Add-to-scene
Toy-x
Toy-y
Toy-mouse-x
Toy-mouse-y
Toy-color
Toy-selected?
for-test:get-buddies
for-test:toy-equal?

Subscriber<%> (interface)

<<interface>>
Subscriber<%>
buddy-after-button-up
buddy-after-drag
buddy-after-button-down

StatefulWorld<%> (interface)

<<interface>>
StatefulWorld<%>

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

SquareToy%

SquareToy%

x-pos: Integer
Y-pos : Integer
Selected? : Boolean
Mouse-x : Integer
Mouse-y : Integer
Color : ColorString
ListOfBuddies : ListOfStatefulToy<%>

on-mouse -> Void
square-after-button-down -> Void
buddy-after-button-down -> Void
in-square? -> Boolean
square-after-drag -> Void
buddy-after-drag -> Void
square-after-button-up -> Void
buddy-after-button-up -> Void
making-buddy -> Void
buddy-possible? -> Boolean
buddy-intersects? -> Boolean
buddy-creation -> Void
subscribe-as-buddy -> Void
add-to-scene -> Scene
toy-x -> Integer
toy-y -> Integer
toy-color -> ColorString
toy-selected? -> Boolean
toy-mouse-x -> Integer
toy-mouse-y -> Integer
for-test:toy-equal? -> Boolean
for-test:buddy-equal? -> Boolean

World%

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
On-draw -> Scene
Target-x -> Integer
Target-y -> Integer
Target-selected? -> Boolean
Target-color -> ColorString
Fortest:target-mx -> Integer
Fortest:target-my -> Integer
Get-toys -> ListOfStatefulToys<%>
For-test:world-equal? -> Boolean