|  |
| --- |
| <<interface>>  Toy% |
| On-tick  Add-to-scene  Toy-x  Toy-y  Toy-color |

|  |
| --- |
| <<interface>>  World% |
| On-tick  On-mouse  On-key  On-draw  Target-x  Target-y  Target-selected?  Get-toys |

|  |
| --- |
| <<interface>>  Toy% |
| On-tick  Add-to-scene  Toy-x  Toy-y  Toy-color |

|  |
| --- |
| <<interface>>  Toy% |
| On-tick  Add-to-scene  Toy-x  Toy-y  Toy-color |

|  |
| --- |
| World% |
| x-pos: Integer  y-pos: Integer  selected?: Boolean  mouse-x: Integer  mouse-y: Integer  speed: PosInt  toys: ListOf<Toys> |
| On-tick-> World%  On-mouse-> World%  World-after-button-up ->World%  World-after-button-down -> World%  World-after-drag -> world%  In-circle? -> Boolean  On-key-> World%  World-after-s-key-> world%  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 -> ListOf<Toys>  For-test:world-equal? -> boolean |

|  |
| --- |
| <<interface>>  Toy% |
| On-tick  Add-to-scene  Toy-x  Toy-y  Toy-color |

|  |
| --- |
| SquareToy% |
|  |
|  |

|  |
| --- |
| CircleToy% |
|  |
|  |