RenderingWindowClass + RenderingWindowClass() + ~RenderingWindowClass() + setGraphicsColor() + drawObject() + calcLineCoord() + drawRobot() + drawTarget() + drawObstacle() + drawCircle() +renderEnv **EnvironmentClass**

EnvironmentClass + physicalObjectVector + EnvironmentClass() + update() + touchSensorReading() + homingSensorReading() + resetHoming() + display() + translate() + bounceOffWall() + objectCollision() + bounceOffObject()

+ removeObject()