<<Interface>>

StatefulWorld<%>

on-tick: -> Void

on-mouse: Integer Integer MouseEvent -> Void

on-key: KeyEvent -> Void

on-draw: ->Scene target-x: -> Integer target-y: -> Integer

target-selected? -> Boolean
get-toys: -> ListOfStatefulToy<%>

World%

x,y: PosInt

X-click, y-click: Integer selected?: Boolean

toys: ListOfStatefulToy<%>>

on-tick: -> Void

on-mouse : Integer Integer MouseEvent -> Void world-after-button-down : Integer Integer -> Void

click-in-target? : Integer Integer -> Boolean world-after-button-up : Integer Integer -> Void world-after-drag : Integer Integer -> Void

 $world\text{-}after\text{-}mouse\text{-}event\text{: }Integer\ Integer\ Integer\ Integer\ Boolean\ ->\ Void$

toy-before-drag : StatefulToy<%> Integer Integer MouseEvent

-> StatefulToy<%>

target-after-drag : Integer Integer MouseEvent -> Void

on-key: KeyEvent -> Void

on-draw : -> Scene target-x: -> Integer target-y: -> Integer

target-selected?: -> Boolean target-color : -> ColorString get-toys: -> ListOfStatefulToy<%> for-test:get-x-click: -> Integer for-test:get-y-click: -> Integer

<<interface>> StatefulToy<%>

add-to-scene: Scene -> Scene

on-mouse: Integer Integer MouseEvent -> Void

toy-x : -> Int toy-y : -> Int

toy-color: -> ColorString
toy-selected? : -> Boolean

SquareToy%

x,y,square-speed: PosInt x-off,y-off: NonNegInt

selected?, buddy-sel? : Boolean buddies: ListOfStatefulToy<%>

on-mouse: Integer Integer MouseEvent -> Void

toy-after-button-down : Integer Integer -> StatefulToy<%> buddy-after-button-down : Integer Integer -> StatefulToy<%>

update-offsets: Integer Integer -> Void click-in-toy?: Integer Integer -> Boolean

toy-after-button-up : Integer Integer -> StatefulToy<%> toy-after-drag : Integer Integer -> StatefulToy<%>

buddy-after-drag : Integer Integer -> Void buddy? : StatefulToy<%> -> Boolean

add-to-scene : Scene -> Scene

make-buddy: StatefulToy<%> -> Void buddy-exists?: StatefulToy<%> -> Boolean

toy-x : -> PosInt toy-y : -> PosInt

toy-color: -> ColorString
toy-selected? : -> Boolean
toy-buddy-sel? : -> Boolean

get-buddies: -> ListOfStatefulToy<%>