<<Interface>> World<%>

```
on-tick: -> World<%>
on-mouse: Integer Integer MouseEvent -> World<%>
on-key: KeyEvent -> World<%>
on-draw: -> Scene
target-x: -> Integer
target-y: -> Integer
target-selected? -> Boolean
get-toys -> ListOfToy<%>
for-test:get-x-click: -> Integer
for-test:get-y-click: -> Integer
for-test:get-speed -> PosInt
```

<<Interface>> Toy<%>

```
on-tick: -> Toy<%>
add-to-scene: Scene -> Scene
toy-x : PosInt
toy-y: -> PosInt
toy-color: -> ColorString
for-test:get-fields :-> ListOfFields
```

World%

```
x, y,  x-click, y-click: Integer
selected? : Boolean
square-speed: PosInt
toys: ListOf<Toy>
```
```
on-tick : -> World%
on-mouse : Integer Integer MouseEvent -> World%
world-after-button-down : Integer Integer MouseEvent -> World%
click-in-target? : Integer Integer MouseEvent -> Boolean
world-after-mouse-event: Integer Integer Integer Integer Boolean -> World%
world-after-button-up : Integer Integer MouseEvent -> World%
world-after-drag : Integer Integer MouseEvent -> World%
 on-key : KeyEvent -> World%
on-draw : -> Scene
target-x : -> Integer
target-y: -> Integer
target-selected?: -> Boolean
get-toys: -> ListOfToy<%>
for-test:get-x-click: -> Integer
for-test:get-y-click: -> Integer
for-test:get-speed -> PosInt
```

SquareToy%

```
x, y : Integer
square-speed : PosInt
dir : Direction
```
```
on-tick : -> SquareToy%
right-sq-toy-on-tick : -> SquareToy%
left-sq-toy-on-tick : -> SquareToy%
new-r-dir : Integer -> Direction
new-l-dir : Integer -> Direction
sq-toy-after-tick : Integer Integer PosInt Direction  -> SquareToy%
add-to-scene : Scene -> Scene
toy-x : -> PosInt
toy-y : -> PosInt
toy-color: -> ColorString
toy-dir: -> Direction
toy-speed:: -> PosInt
for-test:get-fields: -> (list  Integer Integer PosInt  Direction ColorString)
```

CircleToy%

```
x, y : Integer
tick-counter : PosNum
color: ColorString
```
```
on-tick : -> CircleToy%
circle-toy-on-tick : -> CircleToy%
add-to-scene : Scene -> Scene
toy-x : -> PosInt
toy-y : -> PosInt
toy-color : -> ColorString
tick-ctr: -> PosNum
for-test:get-fields -> (list Integer Integer PosNum  CircleToyColor)
```