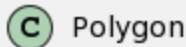
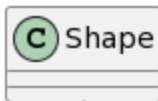
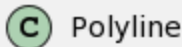
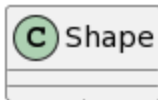


C Path

- Path()
- Path(path:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string



- Polygon()
- Polygon(points:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string

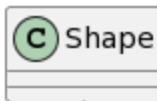


- Polyline()
- Polyline(points:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string



Program

- Main(args:string[]) : void



C Rectangle

- Rectangle()
- Rectangle(x:string, y:string, height:string, width:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string

I *Shape*

setFill(fill:string) : void

getFill() : string

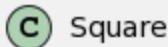
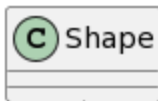
setStroke(stroke:string) : void

getStroke() : string

setStrokeWidth(strokewidth:string) : void

getStrokeWidth() : string

getShapeAttribute() : string

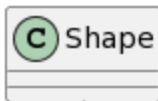


- Square()
- Square(x:string, y:string, height:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string



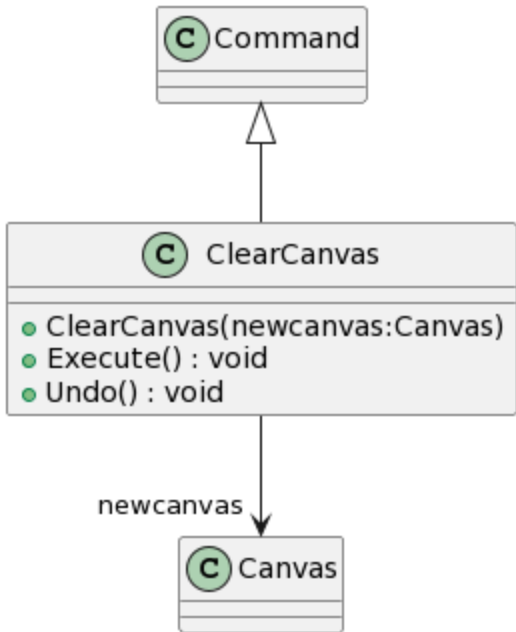
Canvas

- Canvas()
- AddShape(shape:string) : void
- StoreList() : void
- ShapesDrawnList() : void
- GetShapeDrawnList() : string
- RemoveShape(shape:string) : void
- ClearCanvas() : void
- AddAllShapes() : void



C Circle

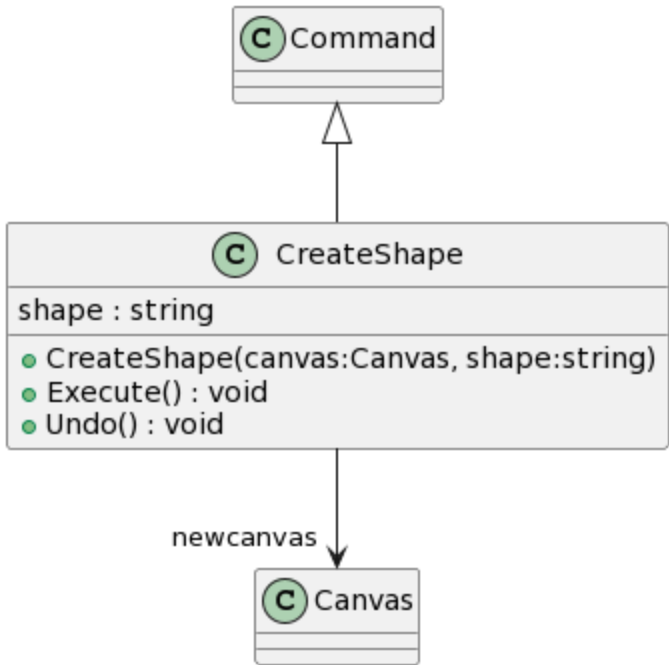
- Circle()
- Circle(cx:string, cy:string, r:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string

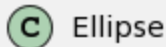
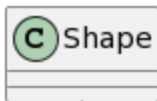




Command

- `Execute() : void`
- `Undo() : void`





- Ellipse()
- Ellipse(cx:string, cy:string, rx:string, ry:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string



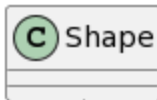
C Invoker

- AddCommand(command:Command) : void
- UndoCommand() : void
- RedoCommand() : void

redo<Command>

C Stack`1 T

undo<Command>



C Line

- Line()
- Line(x1:string, x2:string, y1:string, y2:string)
- setFill(fill:string) : void
- getFill() : string
- setStroke(stroke:string) : void
- getStroke() : string
- setStrokeWidth(strokewidth:string) : void
- getStrokeWidth() : string
- getShapeAttribute() : string