

client → Graph Editor

Diagram factory → Diagram interface

Diagram factory
+ getDiagram (Element, type, coord)
+ CreateFigure (type, coord)
+ CreateGraph (type, coord)

Graph
+ draw()
+ calc()
+ drag()

Figure
+ draw()
+ calc()
+ drag()

Graph factory
+ createGraph (type, coord)

Figure factory (Singleton)
- Flyweight factory FlyFactory
+ FigureFactory getInshorel()
+ Figure getFigure (type, coord)

Director
- builder: Builder
+ SetBuilder (builder: Builder)
+ Construct (type, Coord)

Builder
+ SetCoord
+ calc()
+ draw()
+ drag()
+ getResult

Flyweight FigFactory
- map Pool
- get (type)

Flyweight Fig

Colored Fig
+ draw()

Blw Fig
+ draw()

Base Builder (Singleton)
+ SetCoord (coord)
+ calc()
+ draw()
+ drag()
+ getResult(): result

Base Builder (Singleton)
+ SetCoord (coord)
+ calc()
+ draw()
+ drag()
+ getResult(): result

draw
+ draw()

draw Proxy
+ void draw()

draw Proxy
+ void draw() override