

client → Graph Editor

Diagram factory → Diagram interface

Diagram factory
+ getDiagram (Element, type, coord)
+ Create figure (type, coord)
+ Create Graph (type, coord)

Diagram interface
graph
+ draw()
+ calc()
+ drag()
figure
+ draw()
+ calc()
+ drag()

graph factory
+ createGraph (type, coord)

figure factory (Singleton)
- flyweight factory flyFactory
+ FigureFactory getMaterial()
+ Figure getFigure (type, coord)

Director
- builder: Builder
+ setBuilder (builder: Builder)
+ construct (type, Coord)

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

flyweight fig factory
- map Pool
- get (type)

flyweight fig
Colored fig / publisher
+ draw()
+ export()
B/w fig
+ draw()
+ export()

Visitors (Interfaces)
+ export()
Jpg Visitor
+ exportJpg
Png Visitor
+ exportPng
drawSubscribers (interface)
RegSubr
+ regdraw
ContextImageSubr
+ contextizing 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()

drawGraph
+ void draw() override
+ undo/redo() by instance

Undo Command
redo Command
Command
+ execute()