UnitTests

```
void testColor2Hex1();
void testColor2Hex1();
void testColor2Hex1();
```

WebServer implements HttpHandler

```
abstract void stopCanvasListener();
abstract void startCanvasListener();
```

interface CanvasInterface

```
abstract void stopCanvasListener();
abstract void startCanvasListener();
```

Main extends Application

```
MenuActionListener menuActionListener;
MenuKeyListener menuKeyListener;
AutoSaver autoSaver;
LogController LOGGER;
Button[] menuButtons;
```

```
start()
stop()
```

AutoSaver

```
void setDisplayEnabled(bool displayEnabled);
bool getDisplayEnabled();
Labeled getTimerDisplay();
bool getNotifEnabled();
void setNotifEnabled(bool notifEnabled);
```

HelpScreen

PaintTab

```
bool UNSAVED_CHANGES;
File currPath;
static int currTabIndex;
static PaintTab[] tabs;
static Button[] buttons;
const int BUTTON_ROW;
const int CANVAS_ROW;
```

```
static void refreshButtons();
void resize();
static PaintTab getCurrentTab();
void refreshCanvas();
void setCurrentTab(int index);
void setCurrentTab(PaintTab tab);
void remove();
void remove(PaintTab tab);
static GridPane getGridPane();
File getPath();
void setPath(File path);
Stack<Canvas> getUndoStack();
Stack<Canvas> getRedoStack();
void setCanvas(Canvas canvas);
void backup();
void pushCanvas(Canvas canvas);
void clear();
```

abstract class CanvasModifier implements CanvasInterface, EventHandler<MouseEvent>

```
void predraw();
void undoBeforeDrawing();
abstract EventType<MouseEvent>[] getEventTypes();
```

Eyedropper implements CanvasInterface

```
abstract void stopCanvasListener();
abstract void startCanvasListener();
```

Drawer extends CanvasModifier

```
abstract void draw()
```

Copier extends CanvasModifier

Paster extends CanvasModifier

CircleDrawer extends Drawer

EllipseDrawer extends Drawer

LineDrawer extends Drawer

RegularPolygonDrawer extends Drawer

RectangleDrawer extends Drawer

PolygonDrawer extends Drawer

TextDrawer extends Drawer

StarDrawer extends Drawer

Pencil extends Drawer