	< <interface>> Toy<%></interface>	< <interface>> World<%></interface>	< <interface>> Target<%></interface>
•	on-tick: -> Toy<%> add-to-scene: Scene ->Scene toy-x: ->PosInt toy-y: ->PosInt toy-color: ->ColorString	on-tick: -> World<%> on-mouse: -> World<%> on-key: -> World<%> on-draw: -> Scene target-x: -> PosInt target-y: -> PosInt target-selected?: -> Boolean get-toys: ListOfToy<%>	tgt-x: ->PosInt tgt-y: ->PosInt tgt-selected?: -> Boolean tgt-on-mouse: Integer Integer MouseEvent-> Target<%> add-to-scene: Scene -> Scene
CircleToy%	SquareToy%	World%	
x,y: NonNegInt counter: NonNegInt color: ColorString	x,y: NonNegInt speed: Velocity	tgt:Target<%> toys:ListOfToy<%> speed: NonNegInt	x,y,x-off,y-off: Posint selected?: Boolean
on-tick: -> Toy<%> add-to-scene: Scene - >Scene	on-tick: -> Toy<%> add-to-scene: Scene ->Scene	on-tick: -> World<%> on-mouse: -> World<%> on-key: -> World<%>	
toy-x: ->PosInt toy-y: ->PosInt toy-color: ->ColorString	toy-x: ->PosInt toy-y: ->PosInt toy-color: ->ColorString	on-draw: ->Scene target-x: ->PosInt target-y: -> PosInt target-selected?: -> Boolean get-toys: ListOfToy<%>	tgt-x: ->PosInt tgt-y: ->PosInt tgt-yelected?: -> Boolean tgt-on-mouse: Integer Integer MouseEvent-> Target<%> add-to-scene: Scene -> Scene