Lab 06 Design

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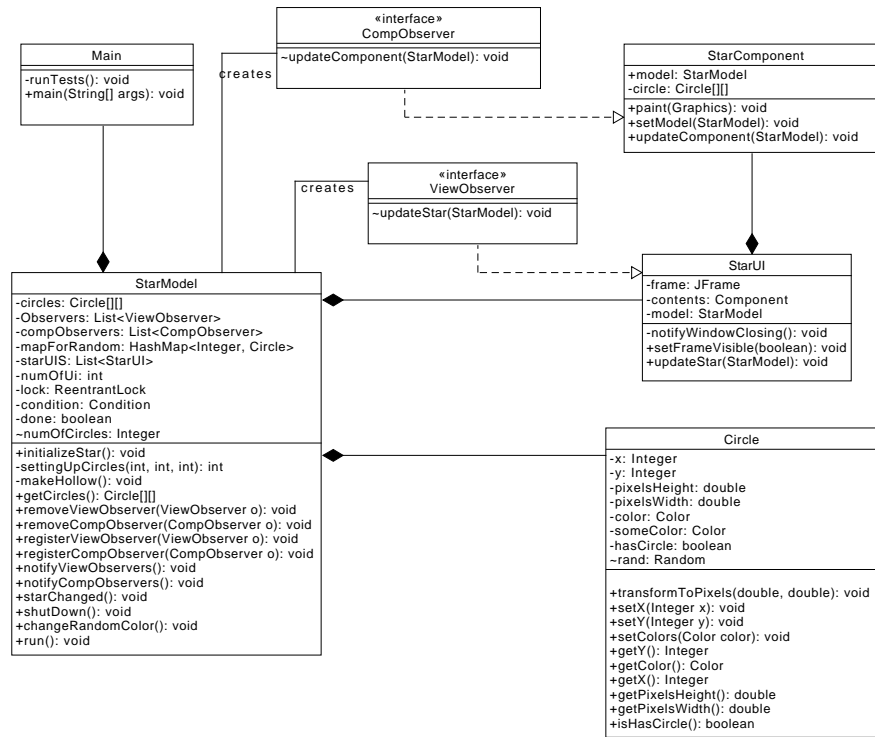
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1 Class Diagram

Figure 1: Class Diagram

2 Class Responsibilities

2.1 Model

The `model` is responsible for initializing the Circle objects in a data structure with there appropriate positions. It is a thread and will have multiple StarUI's associated with it and when it changes a random circle's color it notifies the StarComponents first then the StarUI's using the observer pattern to change.

2.2 StarUI

`StarUI` is responsible for adding the content of each each StarComponent to the screen. It also handles listening for when a screen is exited to invoke the appropriate methods.

2.3   StarComponent

The `StarComponent` is responsible for displaying and sizing each circle in its appropriate location based on where it's located in the data structure.

2.4   Circle

The `Circle` class is responsible holding the data associated with the circles position and color. It also has a method to convert into pixels but I could possible encapsulate that somewhere else.