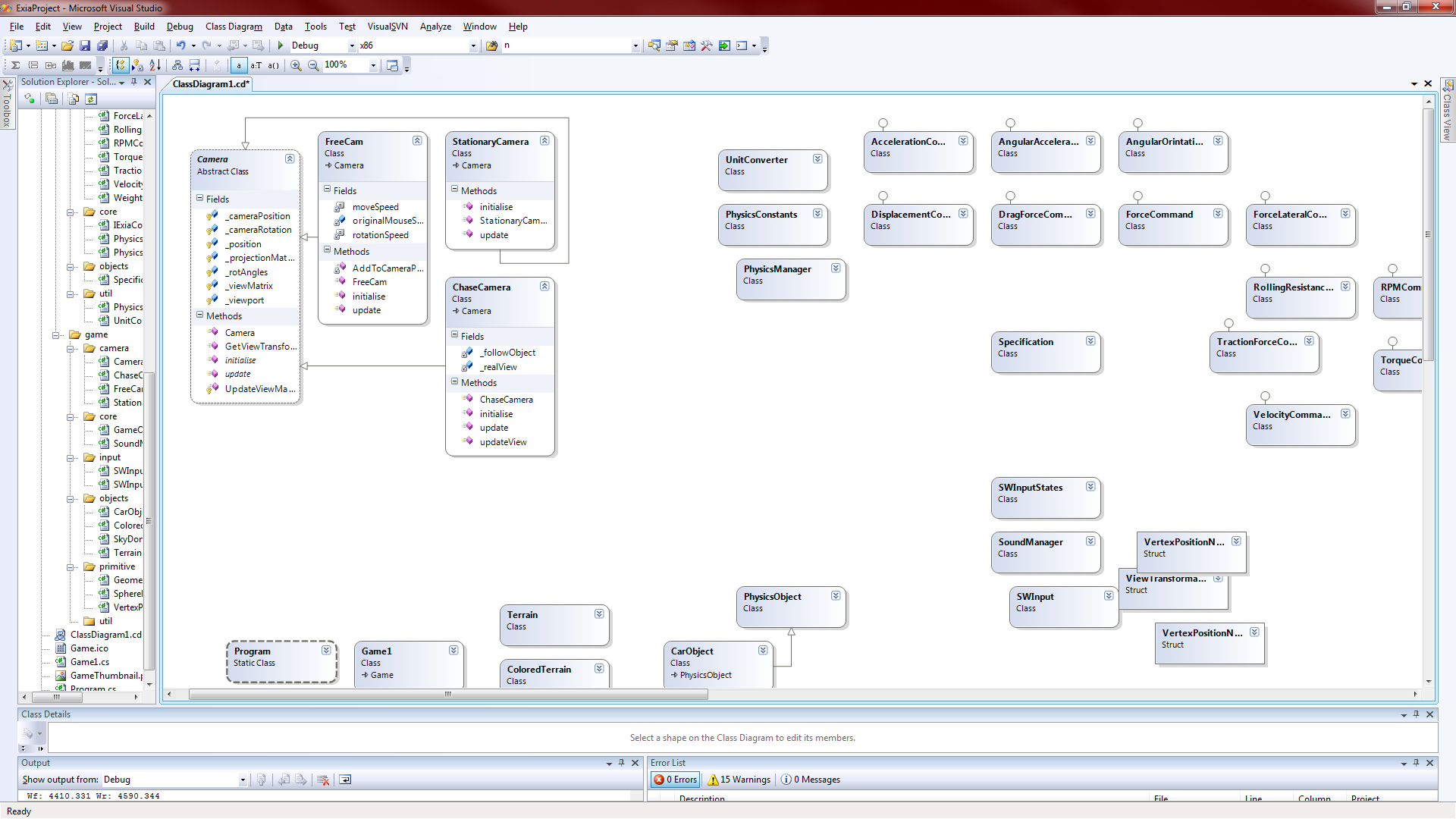
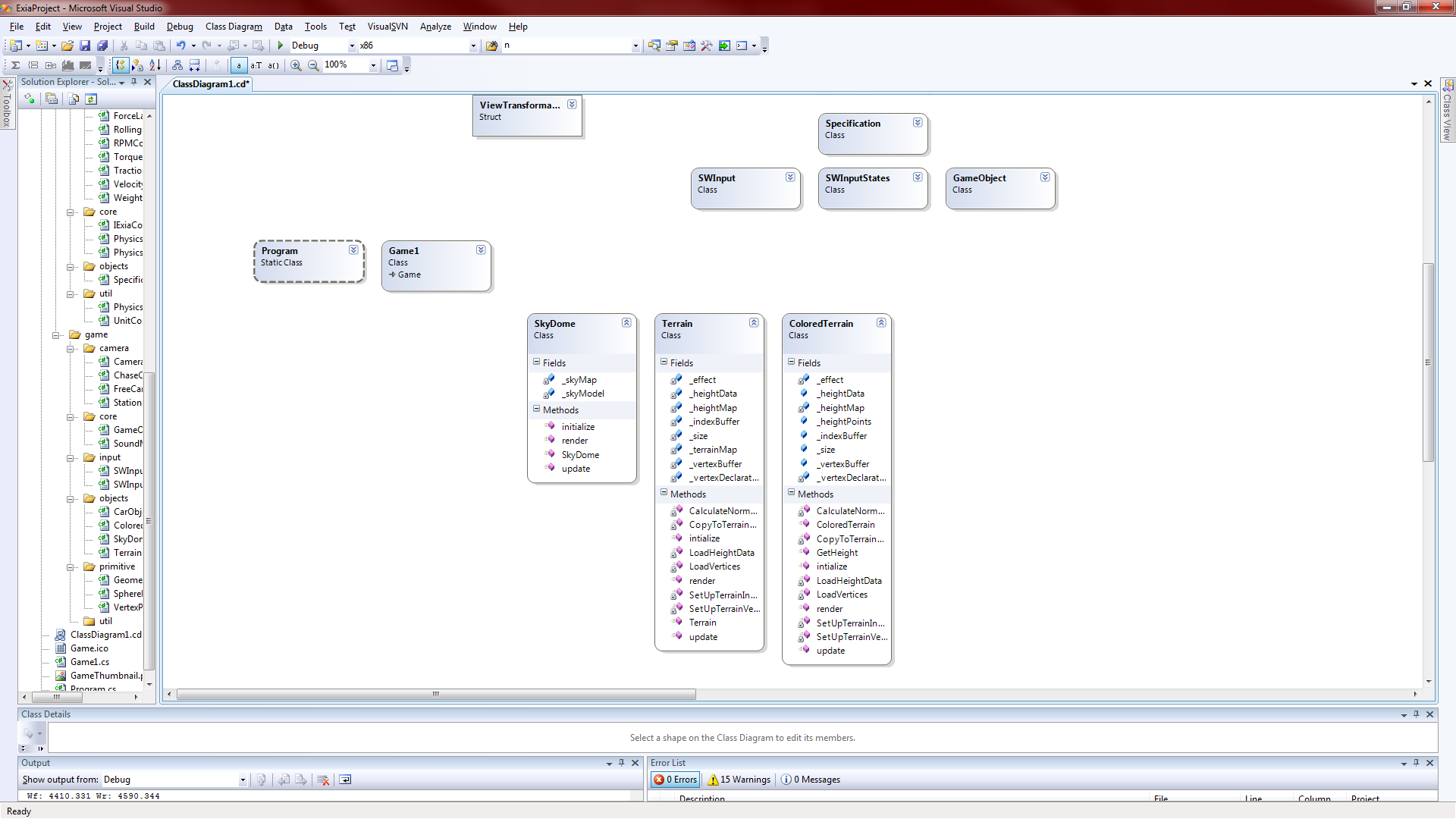
**Appendix E – UML Diagrams**

**Class Diagrams**

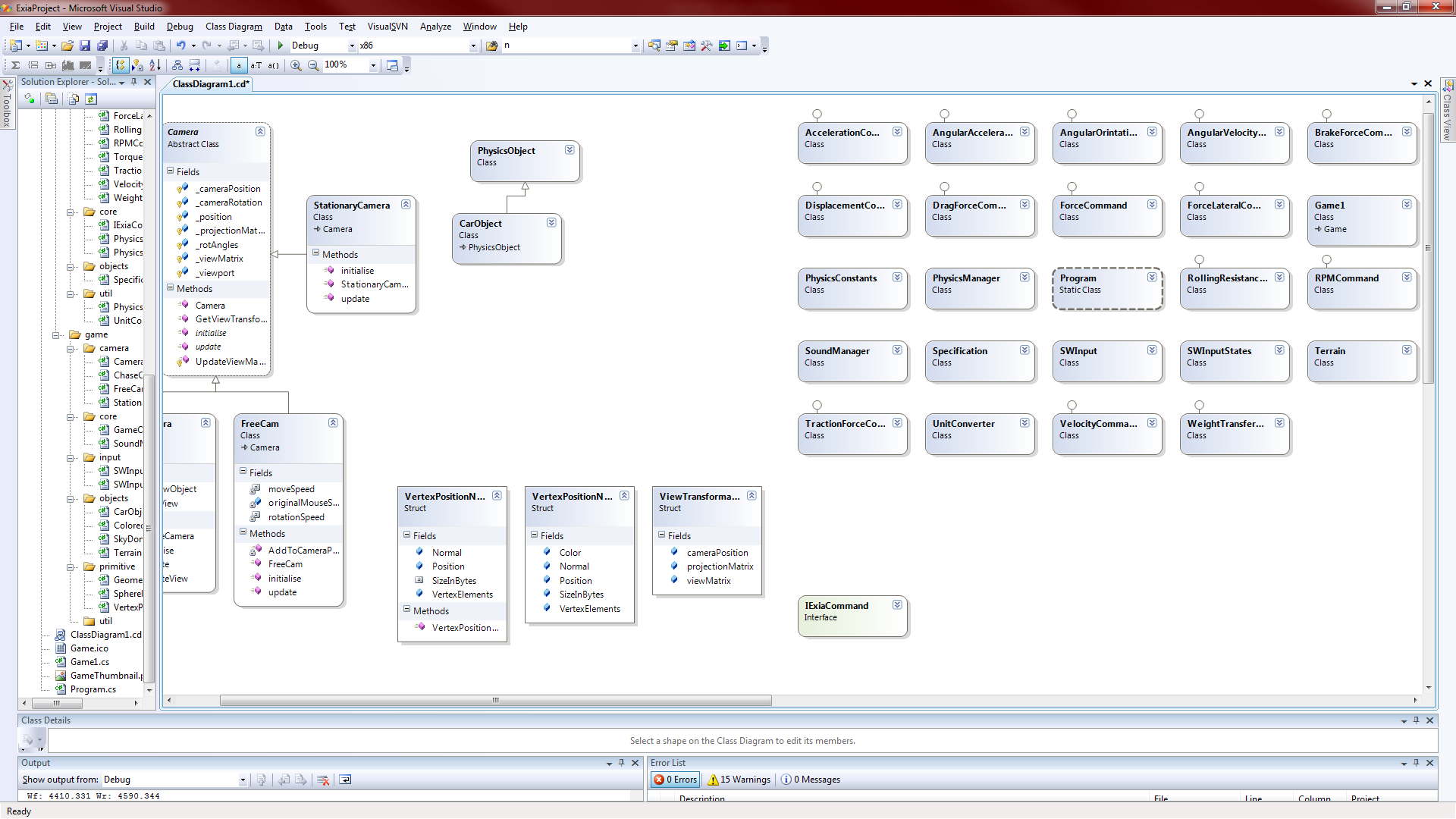
*Camera Object*

****

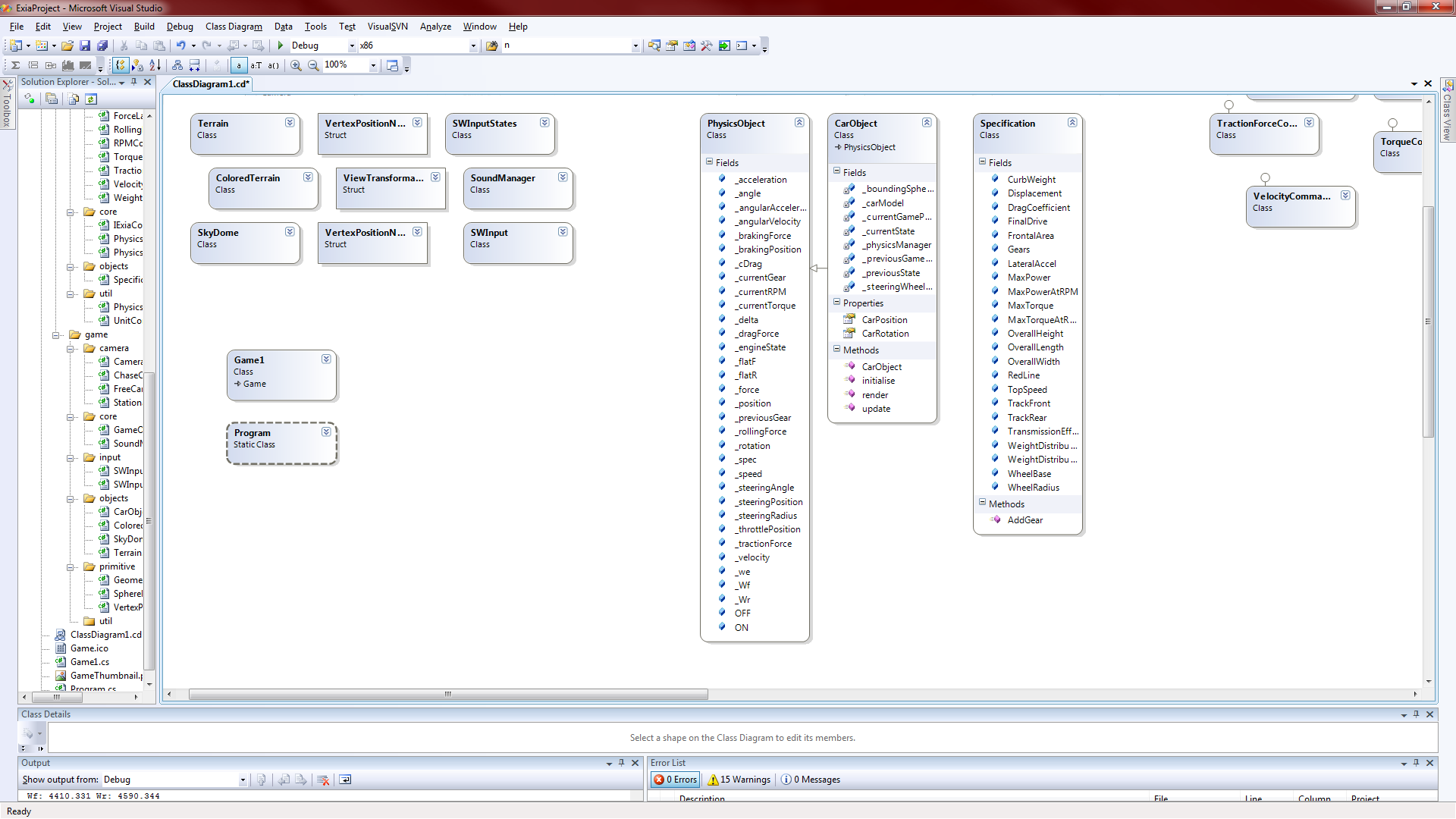
*SkyDome, Terrain & Coloured Terrain Objects*



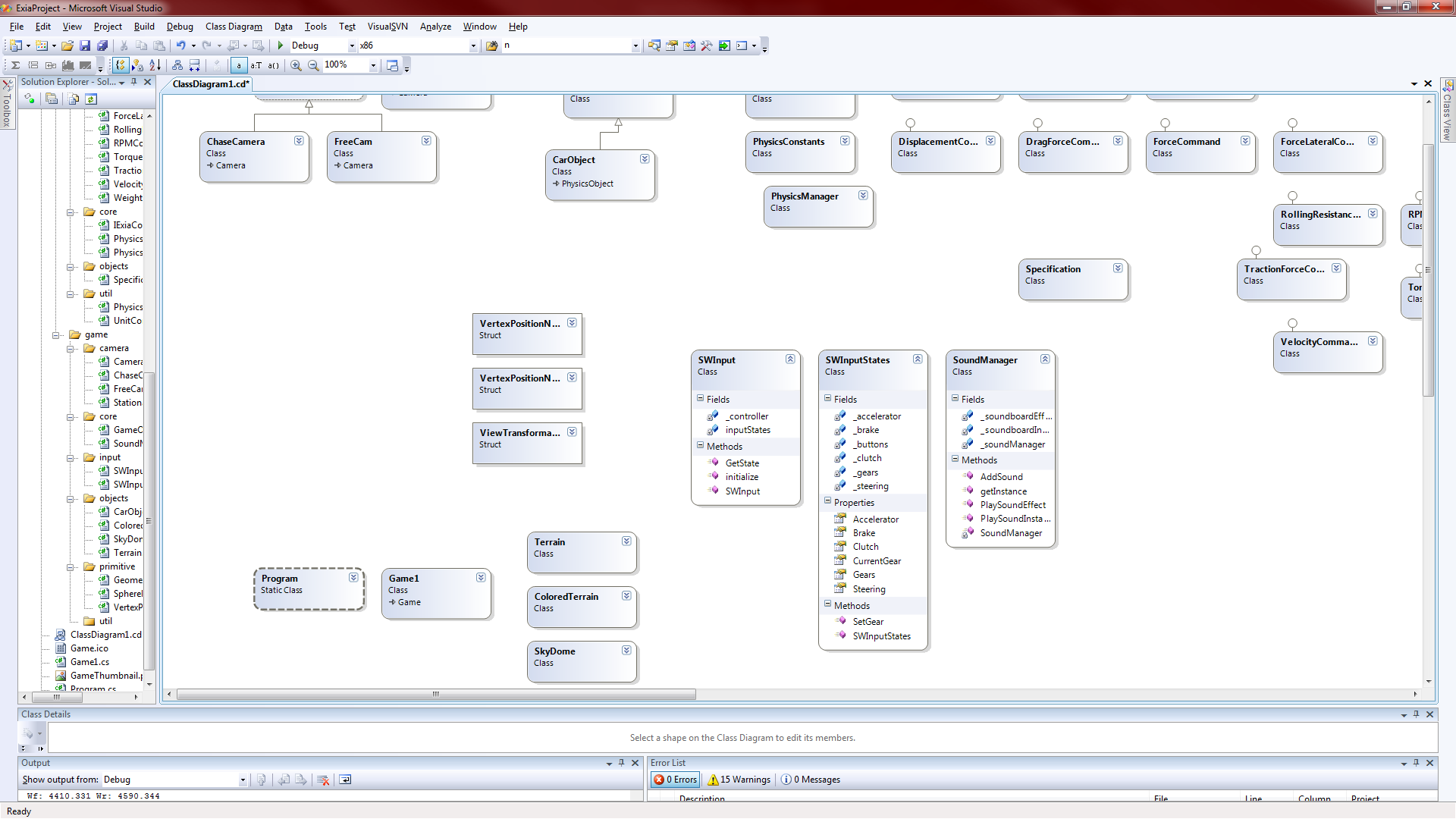
*Structures*



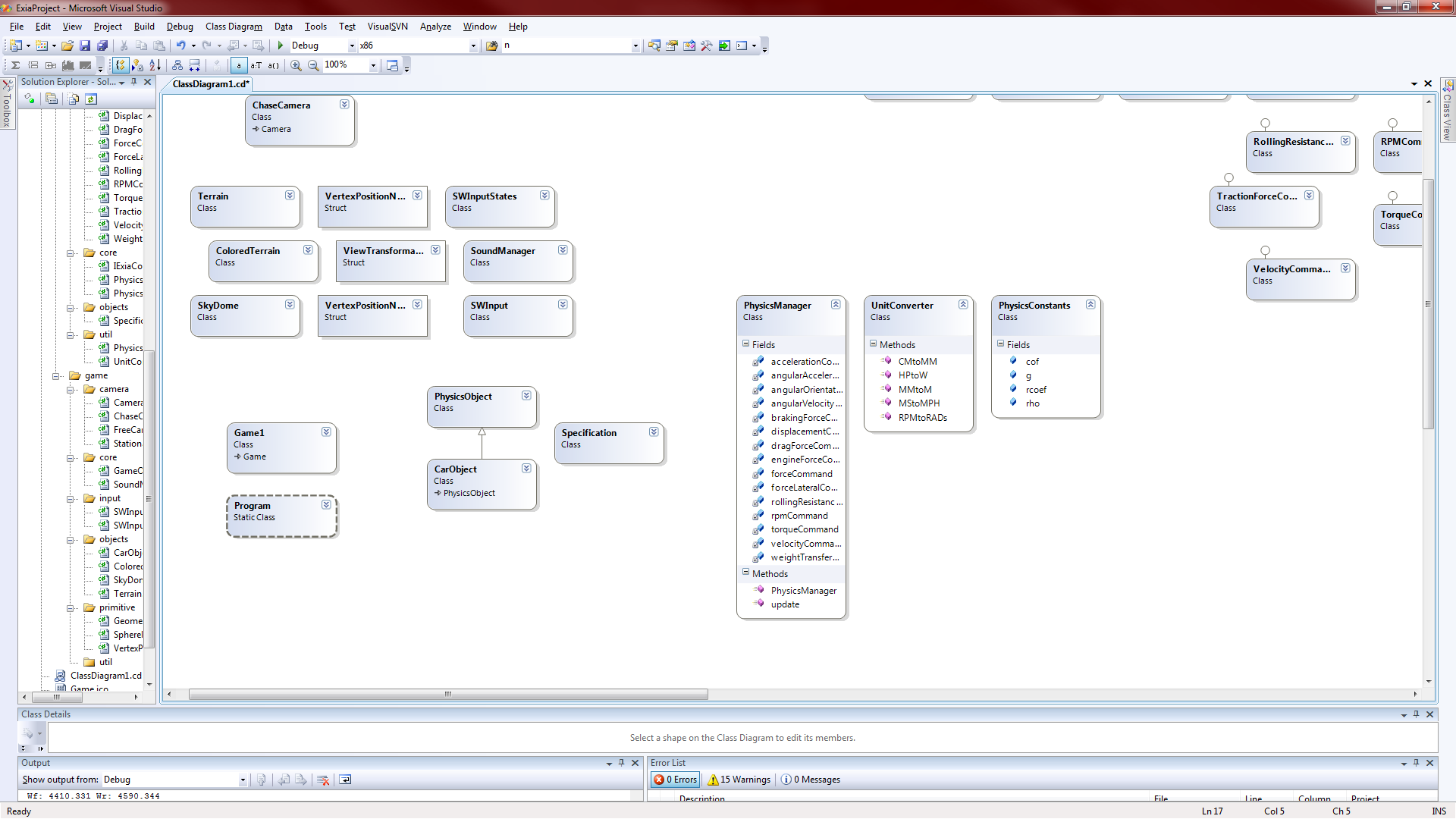
*Car, Physics & Specification Objects*



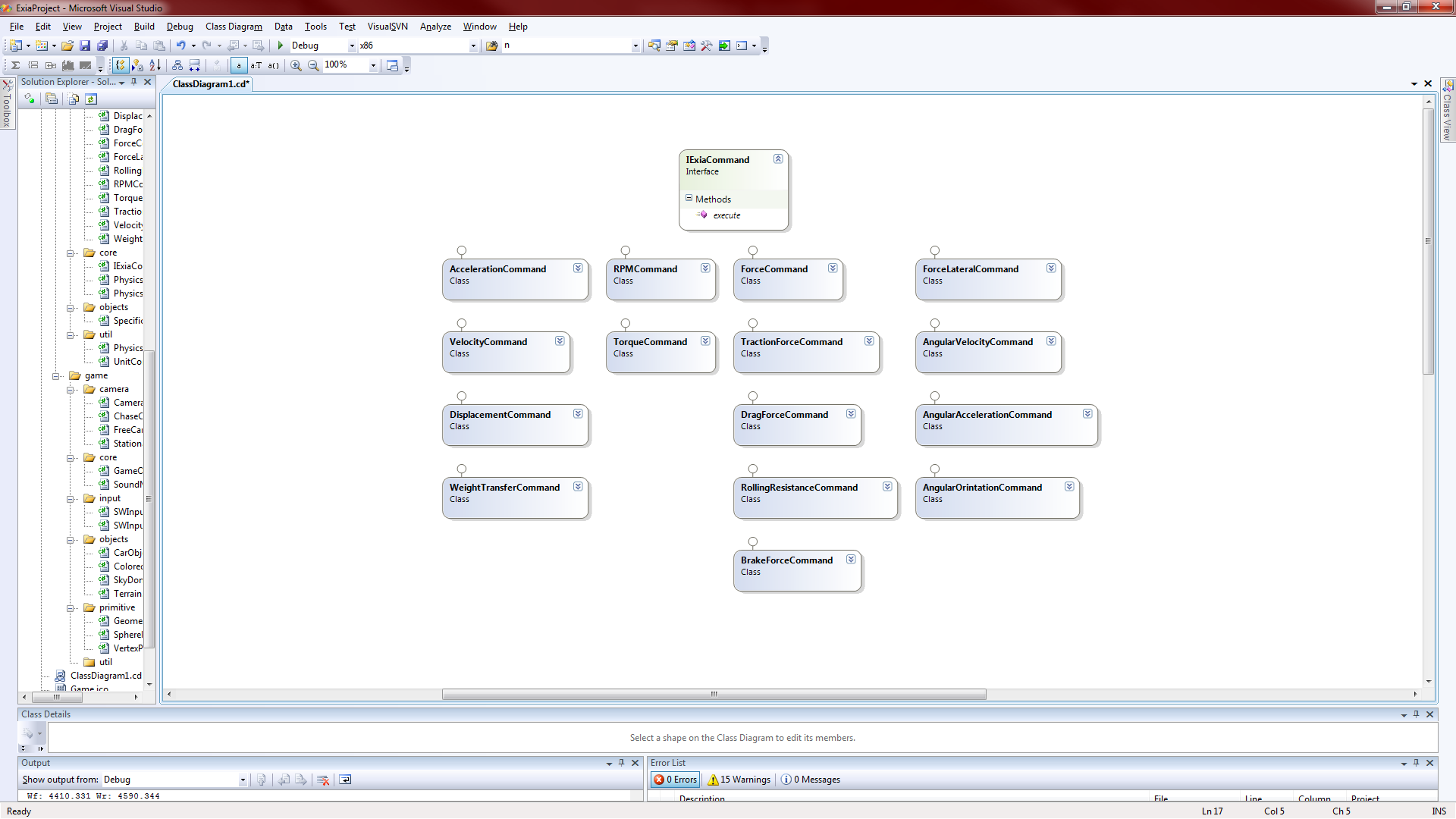
*SWInput, SWInputState and SoundManager Classes*



*Physics Manager, Unit Converter & Physics Constant classes*



*The Exia Commands*



**Sequence Diagram**

