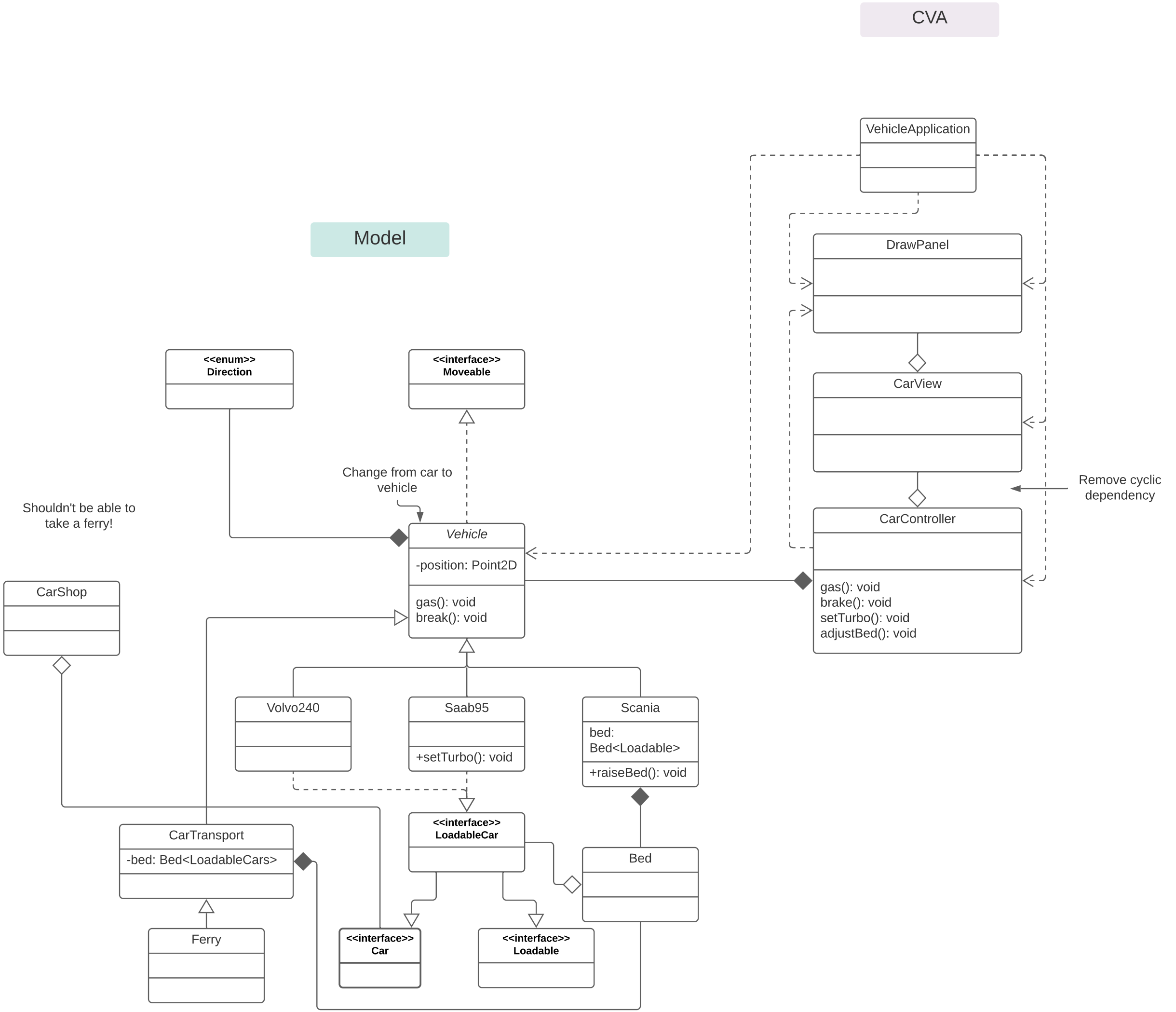
CVA
VehicleApplication
DrawPanel
CarView
CarController
gas(): void
brake(): void
setTurbo(): void
adjustBed(): void
Remove cyclic dependency
Model
<<enum>>
Direction
<<interface>>
Moveable
Change from car to vehicle
Shouldn't be able to take a ferry!
Vehicle
-position: Point2D
gas(): void
break(): void
CarShop
Volvo240
Saab95
+setTurbo(): void
Scania
bed:
Bed<Loadable>
+raiseBed(): void
<<interface>>
LoadableCar
CarTransport
-bed: Bed<LoadableCars>
Bed
Ferry
<<interface>>
Car
<<interface>>
Loadable