

<<Java Class>>
G CommandApp
fnb.cmd

CommandApp()

main(String[]):void

<<Java Class>>
G NumberApp
fnb.number

NumberApp()

main(String[]):void

<<Java Class>>
G Source<A>
fnb

generator: Supplier<A>

onSend: Consumer<A>

Source(Supplier<A>,Consumer<A>)

setNext(Receiver<A>):void

generate():void

<<Java Interface>>
I Receiver<A>
fnb

receive(A):void

<<Java Class>>
G Circle
fnb.cmd

x: int

y: int

r: int

Circle(int,int,int)

getR():int

getX():int

getY():int

hashCode():int

equals(Object):boolean

toString():String

<<Java Class>>
G Rect
fnb.cmd

x: int

y: int

w: int

h: int

Rect(int,int,int,int)

getH():int

getW():int

getX():int

getY():int

hashCode():int

equals(Object):boolean

toString():String

<<Java Class>>
G Transform<T,R>
fnb

onReceive: Consumer<T>

onSend: Consumer<R>

transform: Function<T,R>

Transform(Function<T,R>,Consumer<T>,Consumer<R>)

setNext(Receiver<R>):void

receive(T):void

<<Java Class>>
G Sink<T>
fnb

consumer: Consumer<T>

Sink(Consumer<T>)

receive(T):void

<<Java Class>>
G Round
fnb

Round()

apply(Float):Integer

<<Java Class>>
G Average
fnb

array: ArrayList<Float>

Average()

apply(Float):Float

<<Java Class>>
G Scale
fnb

Scale()

apply(Float):Float



