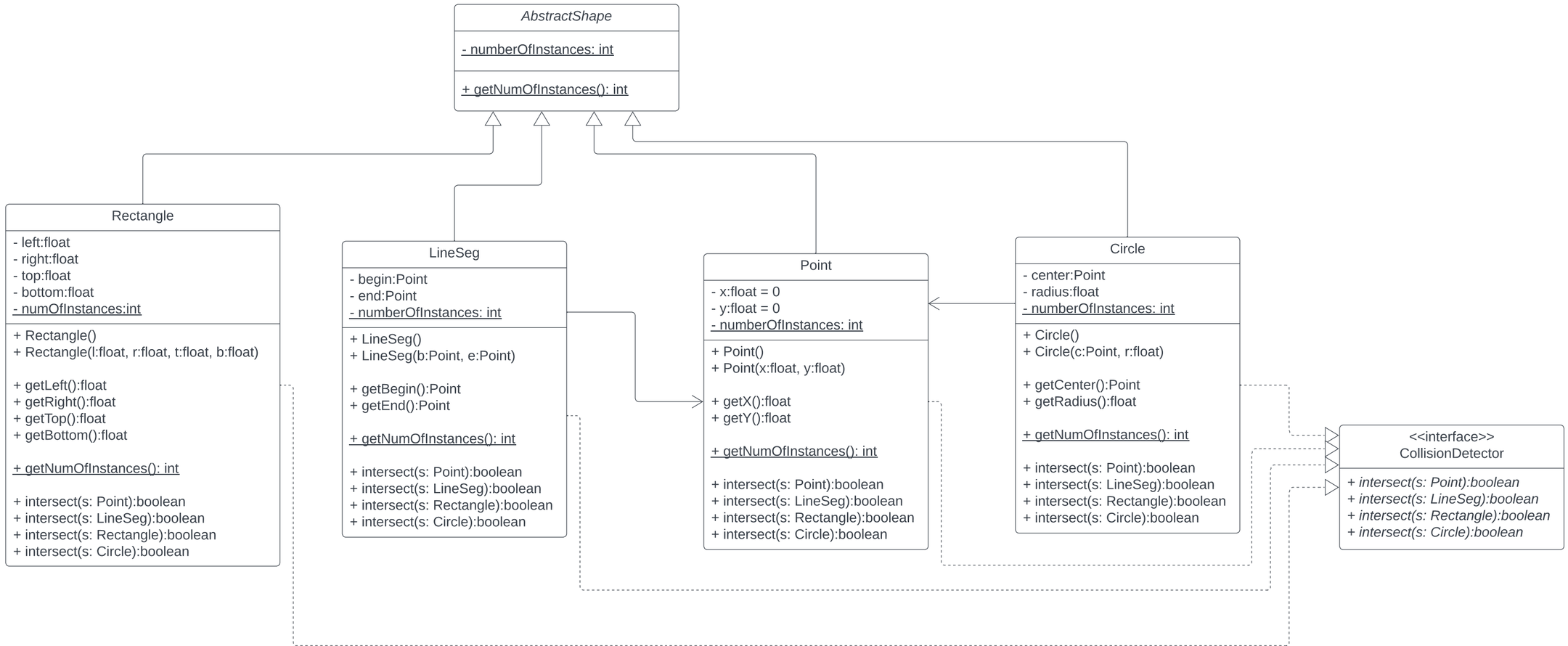
AbstractShape
- numberOfInstances: int
+ getNumOfInstances(): int
Rectangle
- left:float
- right:float
- top:float
- bottom:float
- numOfInstances:int
+ Rectangle()
+ Rectangle(l:float, r:float, t:float, b:float)
+ getLeft():float
+ getRight():float
+ getTop():float
+ getBottom():float
+ getNumOfInstances(): int
+ intersect(s: Point):boolean
+ intersect(s: LineSeg):boolean
+ intersect(s: Rectangle):boolean
+ intersect(s: Circle):boolean
LineSeg
- begin:Point
- end:Point
- numberOfInstances: int
+ LineSeg()
+ LineSeg(b:Point, e:Point)
+ getBegin():Point
+ getEnd():Point
+ getNumOfInstances(): int
+ intersect(s: Point):boolean
+ intersect(s: LineSeg):boolean
+ intersect(s: Rectangle):boolean
+ intersect(s: Circle):boolean
Point
- x:float = 0
- y:float = 0
- numberOfInstances: int
+ Point()
+ Point(x:float, y:float)
+ getX():float
+ getY():float
+ getNumOfInstances(): int
+ intersect(s: Point):boolean
+ intersect(s: LineSeg):boolean
+ intersect(s: Rectangle):boolean
+ intersect(s: Circle):boolean
Circle
- center:Point
- radius:float
- numberOfInstances: int
+ Circle()
+ Circle(c:Point, r:float)
+ getCenter():Point
+ getRadius():float
+ getNumOfInstances(): int
+ intersect(s: Point):boolean
+ intersect(s: LineSeg):boolean
+ intersect(s: Rectangle):boolean
+ intersect(s: Circle):boolean
<<interface>>
CollisionDetector
+ intersect(s: Point):boolean
+ intersect(s: LineSeg):boolean
+ intersect(s: Rectangle):boolean
+ intersect(s: Circle):boolean