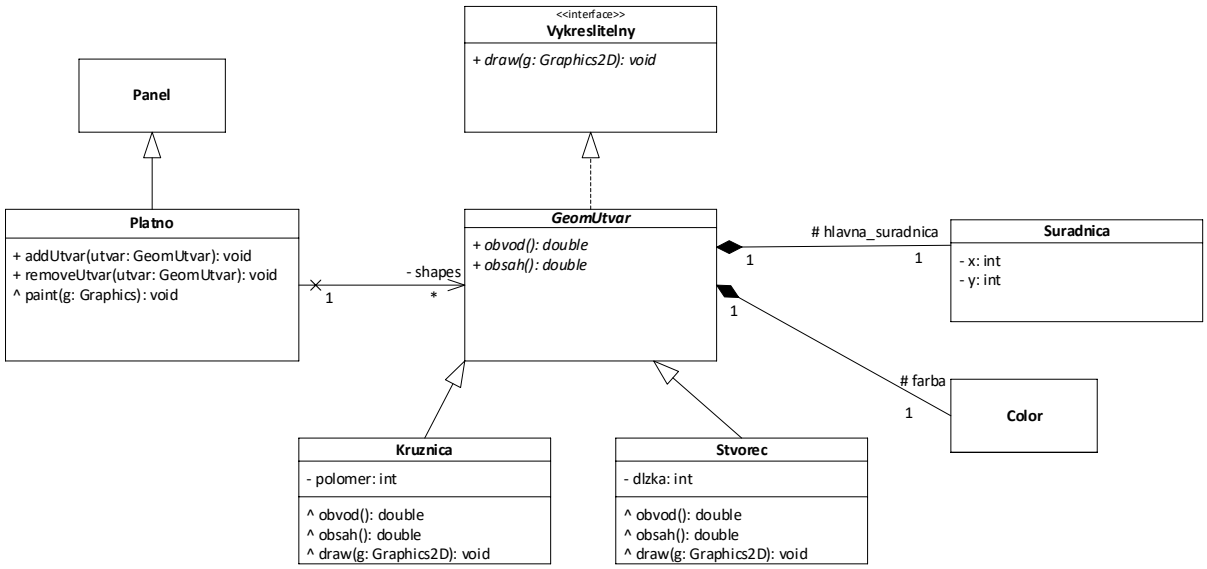
<<interface>>
Vykreslitelny
+ draw(g: Graphics2D): void
Panel
Platno
+ addUtvar(utvar: GeomUtvar): void
+ removeUtvar(utvar: GeomUtvar): void
^ paint(g: Graphics): void
- shapes
1
*
GeomUtvar
+ obvod(): double
+ obsah(): double
# hlavna_suradnica
1
1
Suradnica
- x: int
- y: int
1
farba
1
Color
Kruznica
- polomer: int
^ obvod(): double
^ obsah(): double
^ draw(g: Graphics2D): void
Stvorec
- dlzka: int
^ obvod(): double
^ obsah(): double
^ draw(g: Graphics2D): void