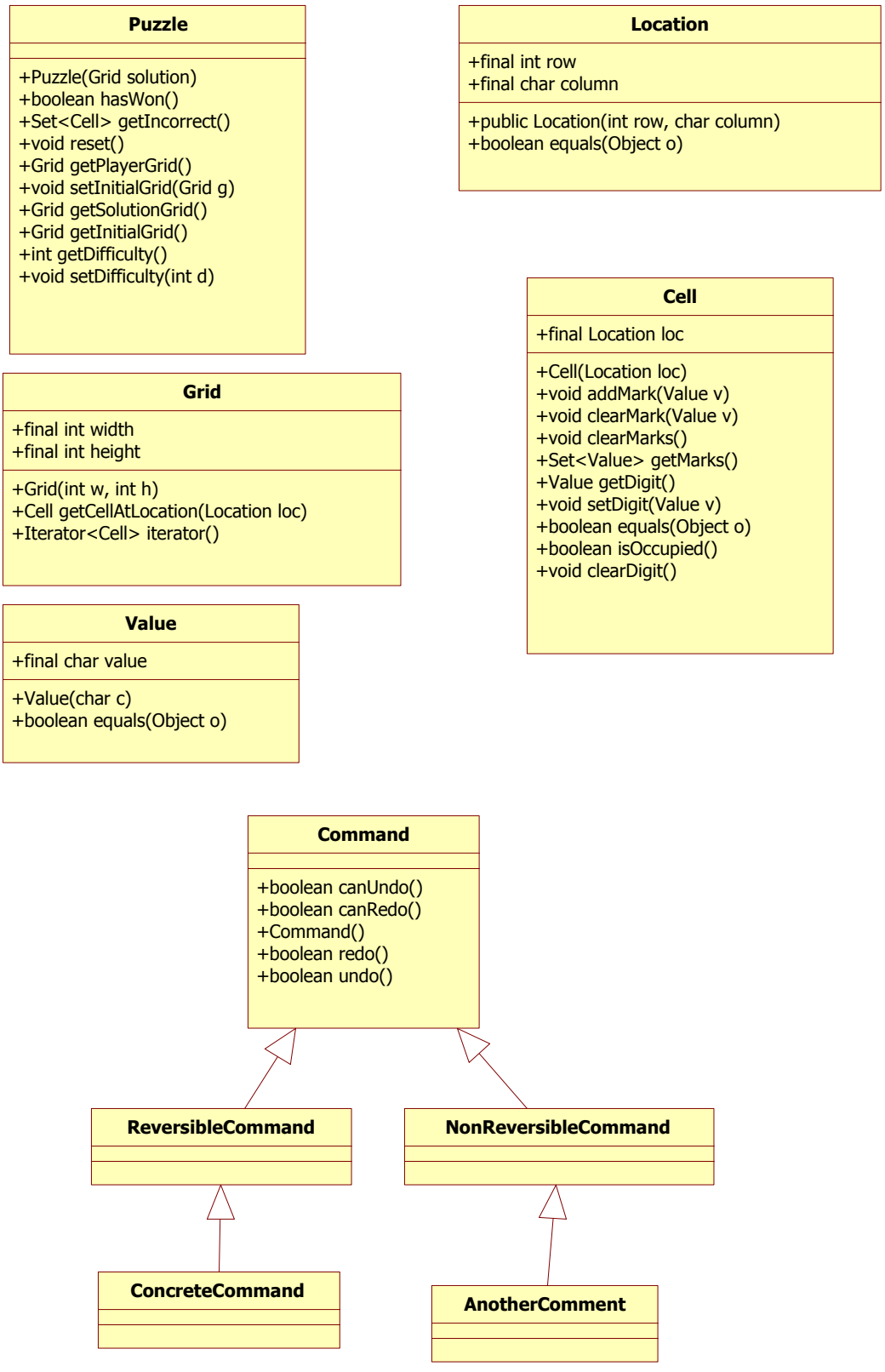
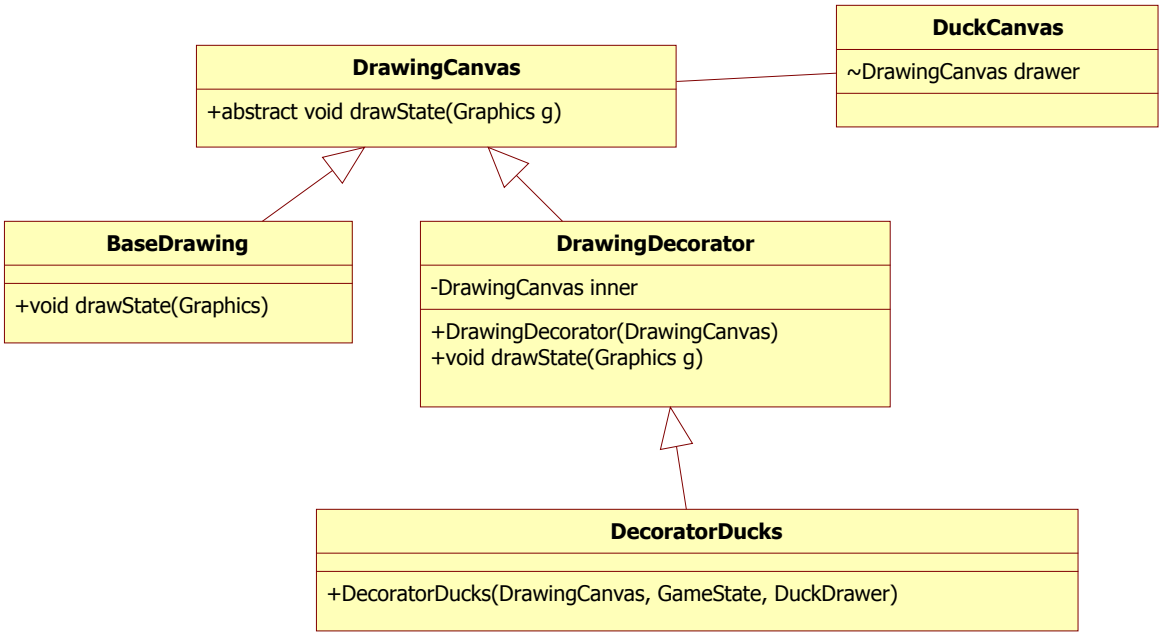
The following are the *MINIMAL* subset which you must implement. Note that I only show the attributes which are declared as "public final" and the methods.

Reason for such minimalism is that you can begin to code against this API and it becomes possible to 'swap' the low-level methods in the second part of the assignment.

Note that changes to this core set must be approved by both teams and the professor and there will come a date after which no changes are allowed.





OldDuckCanvas

~Image screenImage
~GameState state
~DuckDrawer drawer
~ArrayList preDrawers
~ArrayList postDrawers
~ArrayList exceptionDrawers
~Font pointFont
~boolean active
~int aimSize

+DuckCanvas(int, int)()
+void setActive(boolean)
+void setDrawer(DuckDrawer)
+void redrawState()
+registerDrawer(IExternalDrawing, int)
+void paint(Graphics g)
+void setGameState(GameState)
+void fireGun(Point)