

Main

Model
-drawX : bool
-current : Square
+draw(in g)
+doMouse(in p)

MyCanvas
+paintComponent()
+mousePressed()

Square
-loc
-squareCount
+draw(in g, in isInside : bool)
+doAction(in action)
+isInside(in p) : bool

ControlSingle

ControlGlobal

ButtonLeft

ButtonRight

ButtonBigger

ButtonSmaller

ButtonX
-buttonState : bool
+actionPerformed()