

Main

```
c = new Canvas ()  
b = new Button (c)
```

Button

```
private Canvas c
```

```
Button (Canvas c)  
this.c = c
```

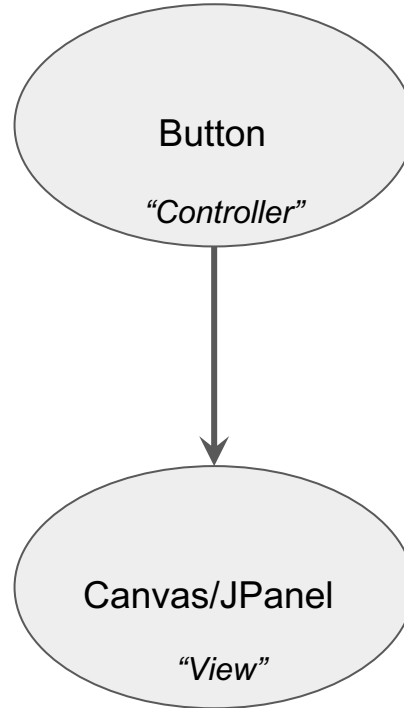
```
actionPerformed ()  
c.moveX()
```

Canvas

```
private int x
```

```
moveX ()  
x = x + 1  
repaint ()
```

```
paintComponent ()  
drawRect (x...
```



Main

```
m = new Model ()  
c = new Canvas (m)  
b = new Button (m)
```

Model

```
private int x  
moveX ()  
    x = x + 1  
repaint()
```

Button

```
Model m  
actionPerformed ()  
    m.moveX ()
```

Canvas

```
Model m  
paintComponent ()  
    drawRect (m.getX()...
```

