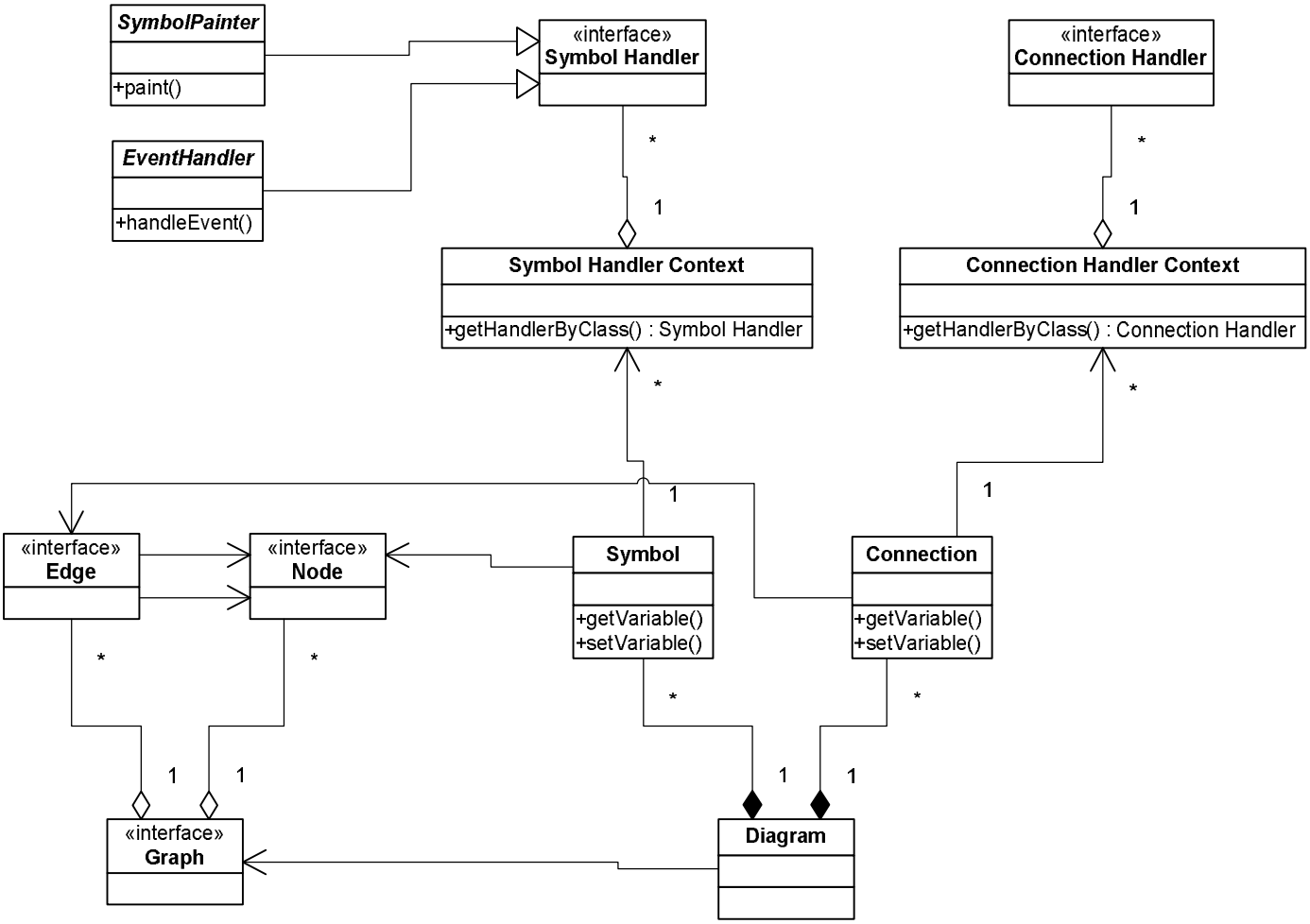
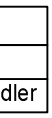

SymbolPainter
+paint()
EventHandler
+handleEvent()
«interface»
Symbol Handler
«interface»
Connection Handler
Symbol Handler Context
+getHandlerByClass() : Symbol Handler
Connection Handler Context
+getHandlerByClass() : Connection Handler
«interface»
Edge
«interface»
Node
Symbol
+getVariable()
+setVariable()
Connection
+getVariable()
+setVariable()
«interface»
Graph
Diagram
1
*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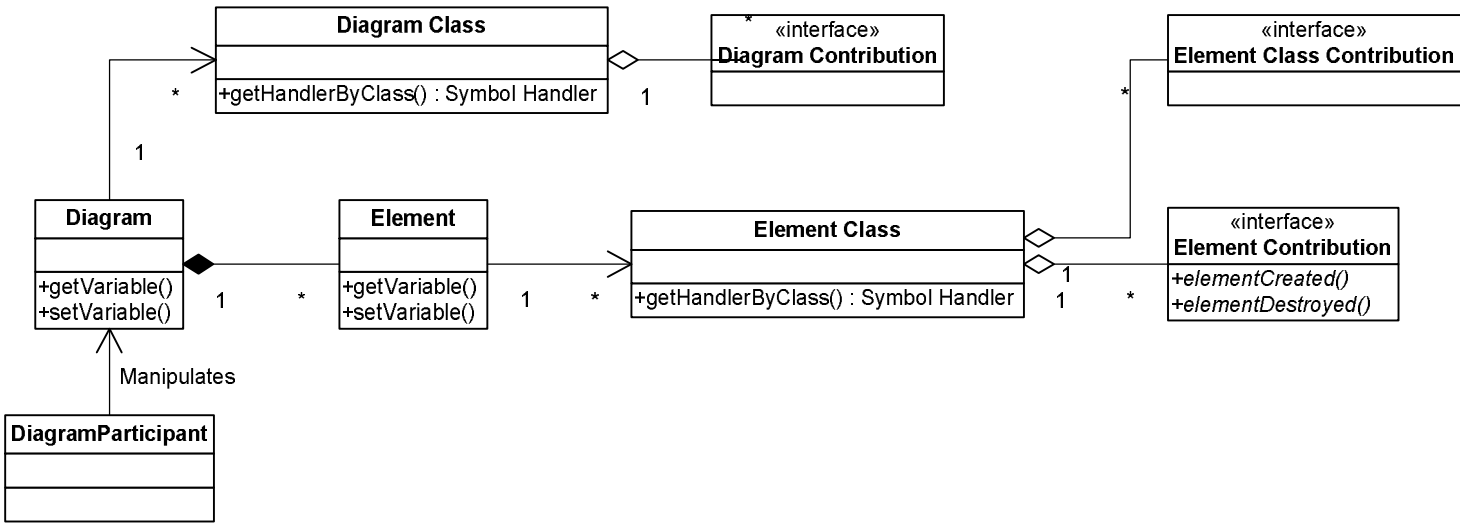
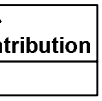
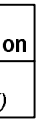


Diagram Class
+getHandlerByClass() : Symbol Handler
«interface»
Diagram Contribution
«interface»
Element Class Contribution
Diagram
+getVariable()
+setVariable()
Element
+getVariable()
+setVariable()
Element Class
+getHandlerByClass() : Symbol Handler
«interface»
Element Contribution
+elementCreated()
+elementDestroyed()
Manipulates
DiagramParticipant
1
*


tribution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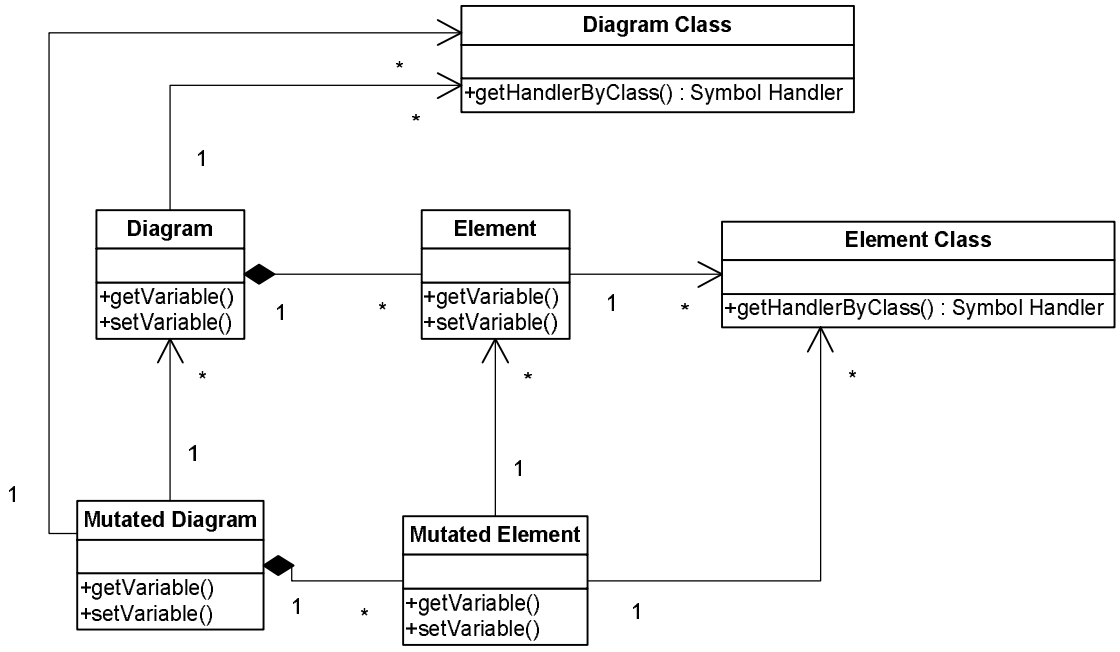
Diagram Class
+getHandlerByClass() : Symbol Handler
Diagram
+getVariable()
+setVariable()
Element
+getVariable()
+setVariable()
Element Class
+getHandlerByClass() : Symbol Handler
Mutated Diagram
+getVariable()
+setVariable()
Mutated Element
+getVariable()
+setVariable()
1
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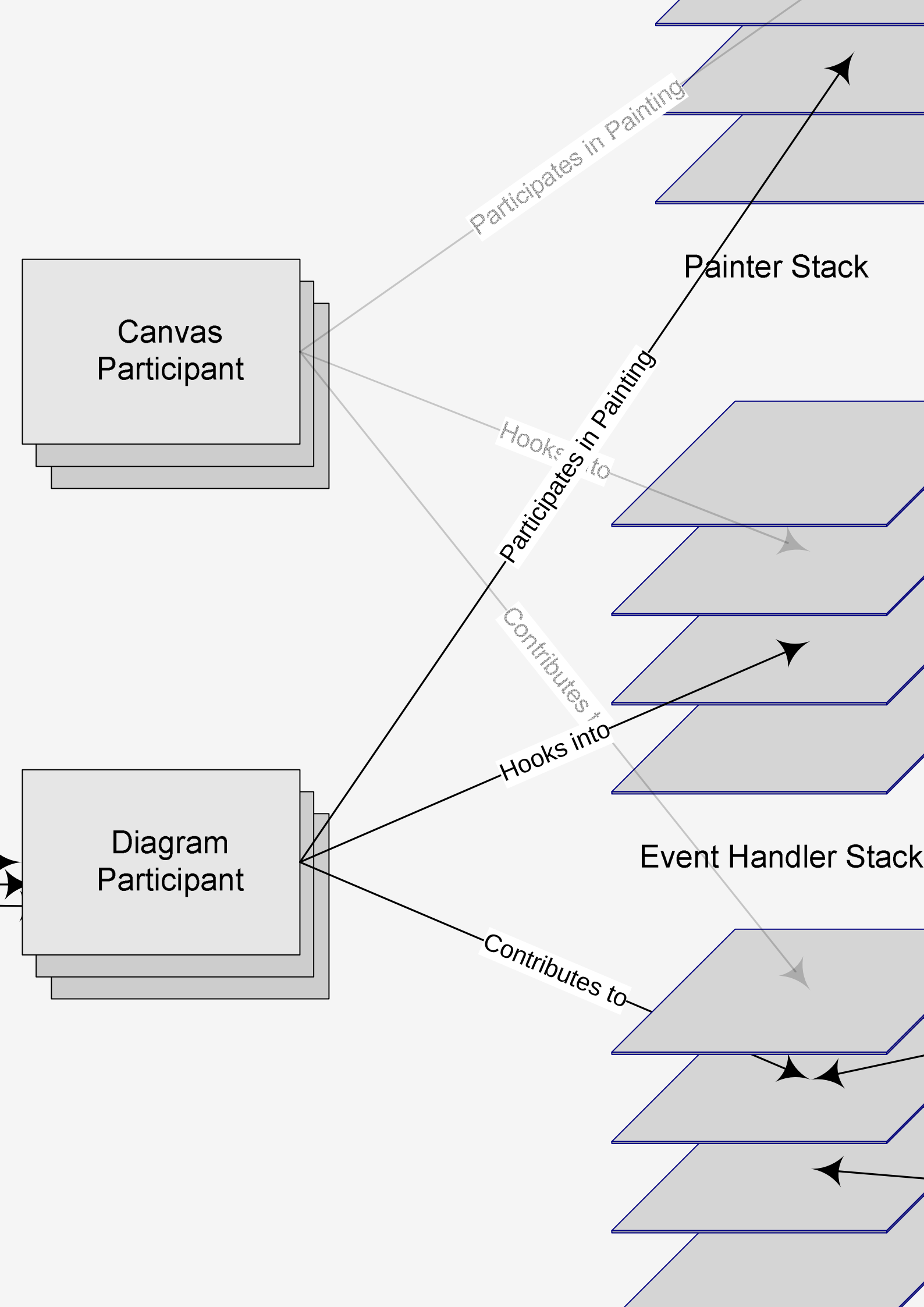
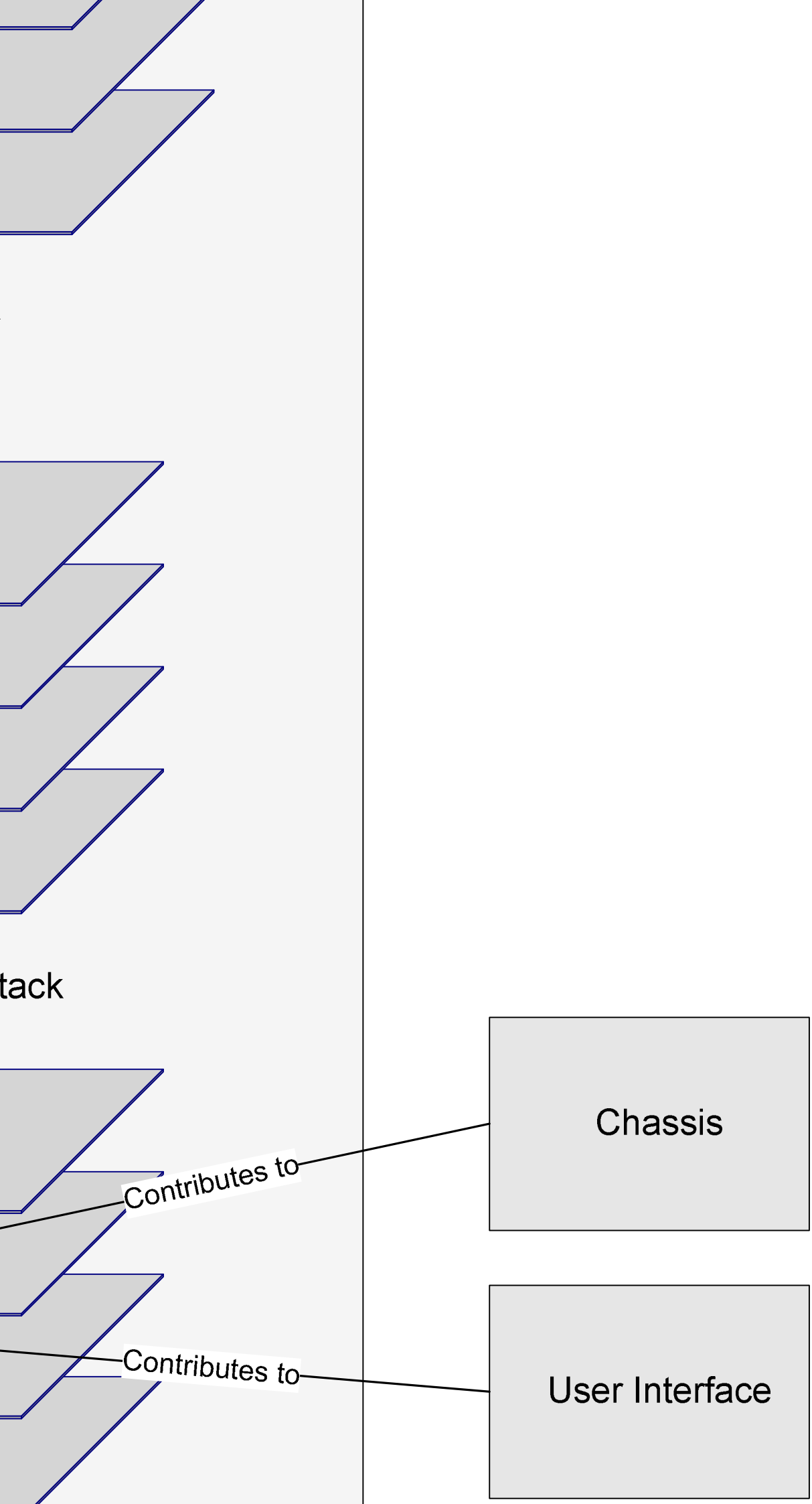
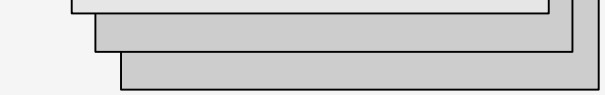

Participates in Painting
Painter Stack
Canvas Participant
Hooks to
Participates in Painting
Contributes to
Hooks into
Event Handler Stack
Diagram Participant
Contributes to


tack
Contributes to
Contributes to
Chassis
User Interface



Background Painter

Diagram Participant

Diagram Participant

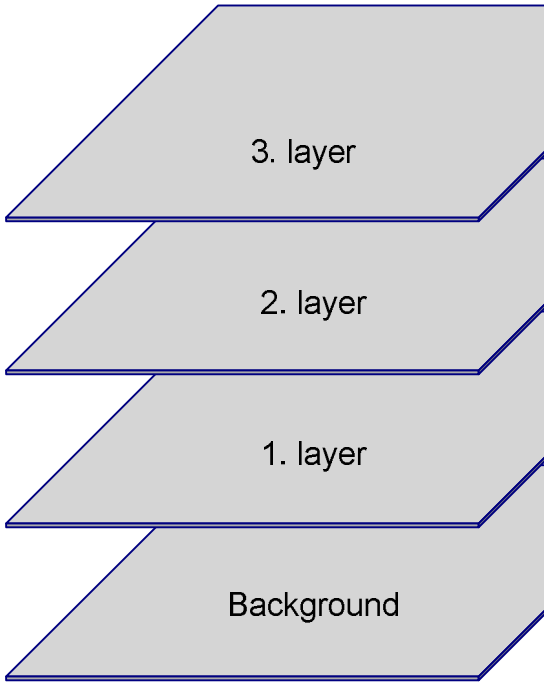
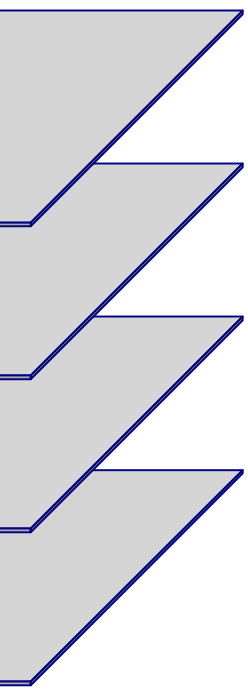
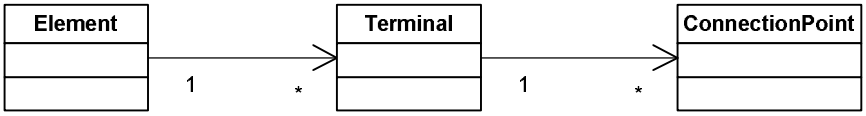
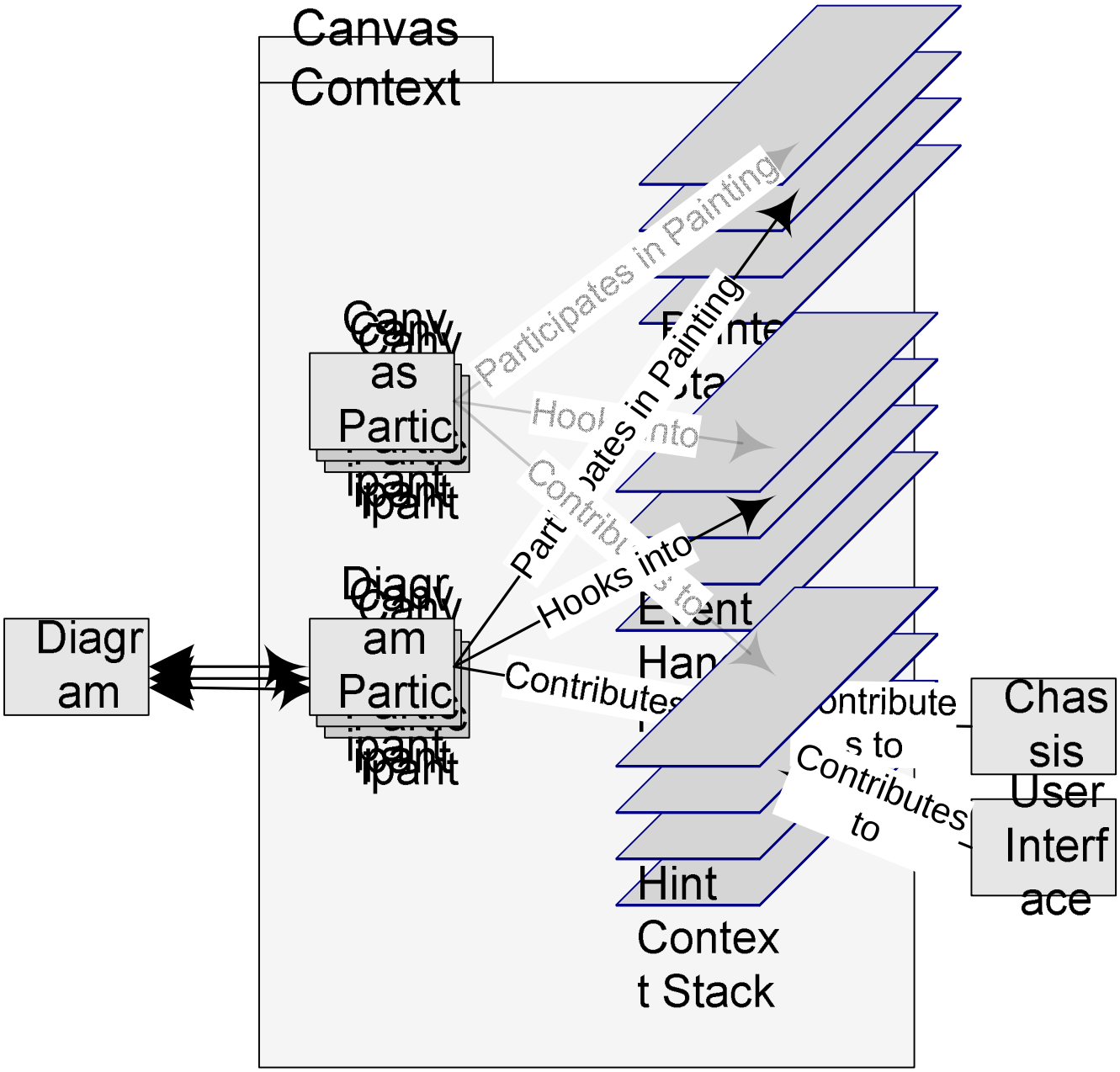


Diagram layers




Element
Terminal
ConnectionPoint
1
*
1
*


Canvas Context
Participates in Painting
Hooks into
Contributes to
Hooks into
Contributes to
Diagram
Chassis
User Interface
Hint Context Stack