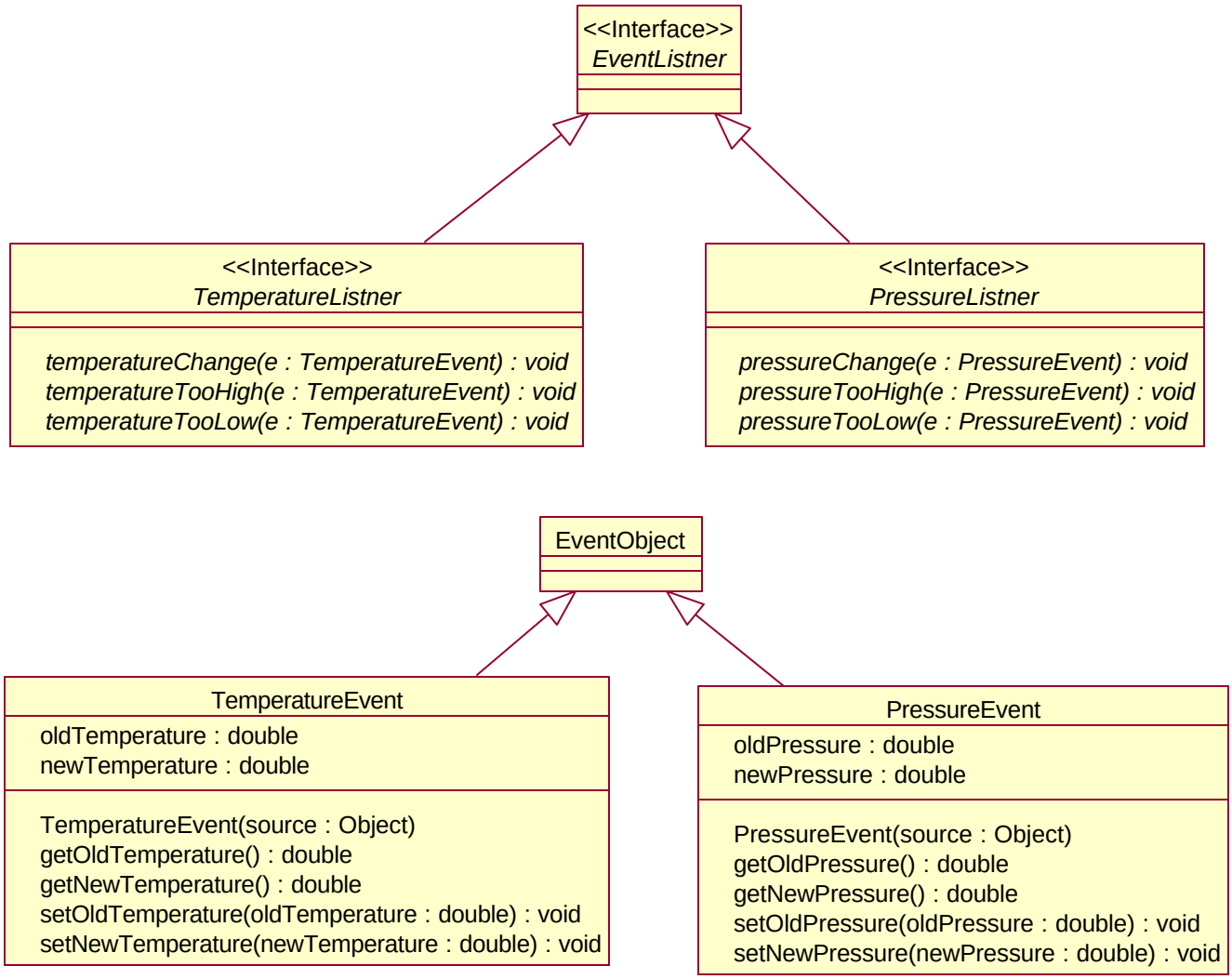
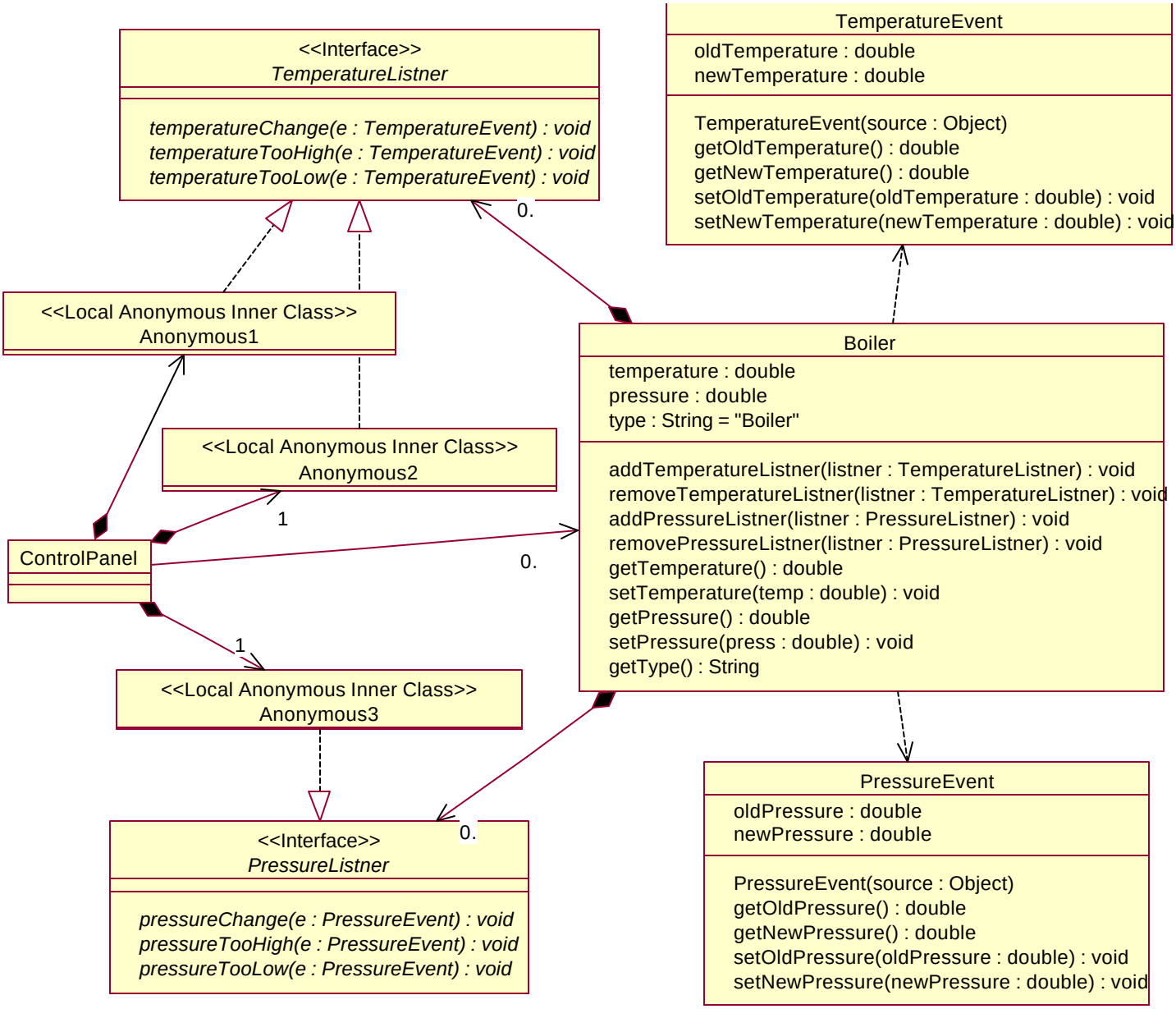

<<Interface>>
EventListner
<<Interface>>
TemperatureListner
temperatureChange(e : TemperatureEvent) : void
temperatureTooHigh(e : TemperatureEvent) : void
temperatureTooLow(e : TemperatureEvent) : void
<<Interface>>
PressureListner
pressureChange(e : PressureEvent) : void
pressureTooHigh(e : PressureEvent) : void
pressureTooLow(e : PressureEvent) : void
EventObject
TemperatureEvent
oldTemperature : double
newTemperature : double
TemperatureEvent(source : Object)
getOldTemperature() : double
getNewTemperature() : double
setOldTemperature(oldTemperature : double) : void
setNewTemperature(newTemperature : double) : void
PressureEvent
oldPressure : double
newPressure : double
PressureEvent(source : Object)
getOldPressure() : double
getNewPressure() : double
setOldPressure(oldPressure : double) : void
setNewPressure(newPressure : double) : void


<<Interface>>
TemperatureListner
temperatureChange(e : TemperatureEvent) : void
temperatureTooHigh(e : TemperatureEvent) : void
temperatureTooLow(e : TemperatureEvent) : void
TemperatureEvent
oldTemperature : double
newTemperature : double
TemperatureEvent(source : Object)
getOldTemperature() : double
getNewTemperature() : double
setOldTemperature(oldTemperature : double) : void
setNewTemperature(newTemperature : double) : void
0.
<<Local Anonymous Inner Class>>
Anonymous1
Boiler
temperature : double
pressure : double
type : String = "Boiler"
addTemperatureListner(listner : TemperatureListner) : void
removeTemperatureListner(listner : TemperatureListner) : void
addPressureListner(listner : PressureListner) : void
removePressureListner(listner : PressureListner) : void
getTemperature() : double
setTemperature(temp : double) : void
getPressure() : double
setPressure(press : double) : void
getType() : String
<<Local Anonymous Inner Class>>
Anonymous2
1
ControlPanel
0.
1
<<Local Anonymous Inner Class>>
Anonymous3
<<Interface>>
PressureListner
pressureChange(e : PressureEvent) : void
pressureTooHigh(e : PressureEvent) : void
pressureTooLow(e : PressureEvent) : void
0.
PressureEvent
oldPressure : double
newPressure : double
PressureEvent(source : Object)
getOldPressure() : double
getNewPressure() : double
setOldPressure(oldPressure : double) : void
setNewPressure(newPressure : double) : void