

The legend diagram illustrates the relationships between three types of UML boxes:

- Superclass:** A white box with a black border and a horizontal line at the bottom.
- Interface:** A white box with a black border, a horizontal line at the bottom, and a dashed line above the line. It is labeled «interface» in the top left corner.
- package:Class:** A white box with a black border and a horizontal line at the bottom.

Relationships are indicated by arrows:

- A solid arrow points from the **package:Class** box to the **Superclass** box.
- A solid arrow points from the **package:Class** box to the **Interface** box.
- A dashed arrow points from the **Interface** box to the **package:Class** box, labeled "implements".

ArgumentError

DefinitionError

EvalError

RangeError

ReferenceError

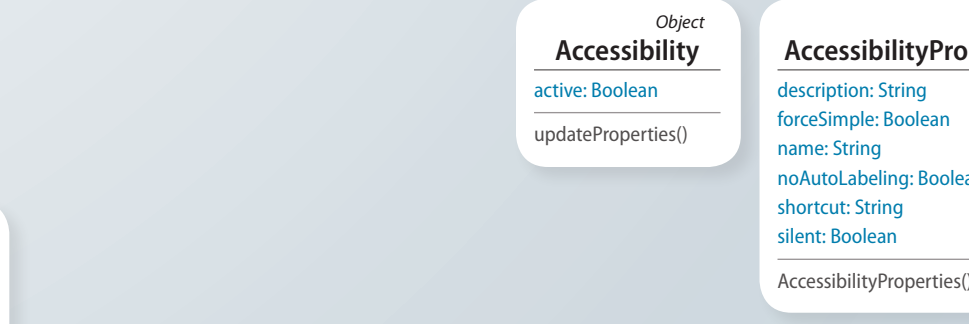
SecurityError

SyntaxError

TypeError

URIError

VerifyError

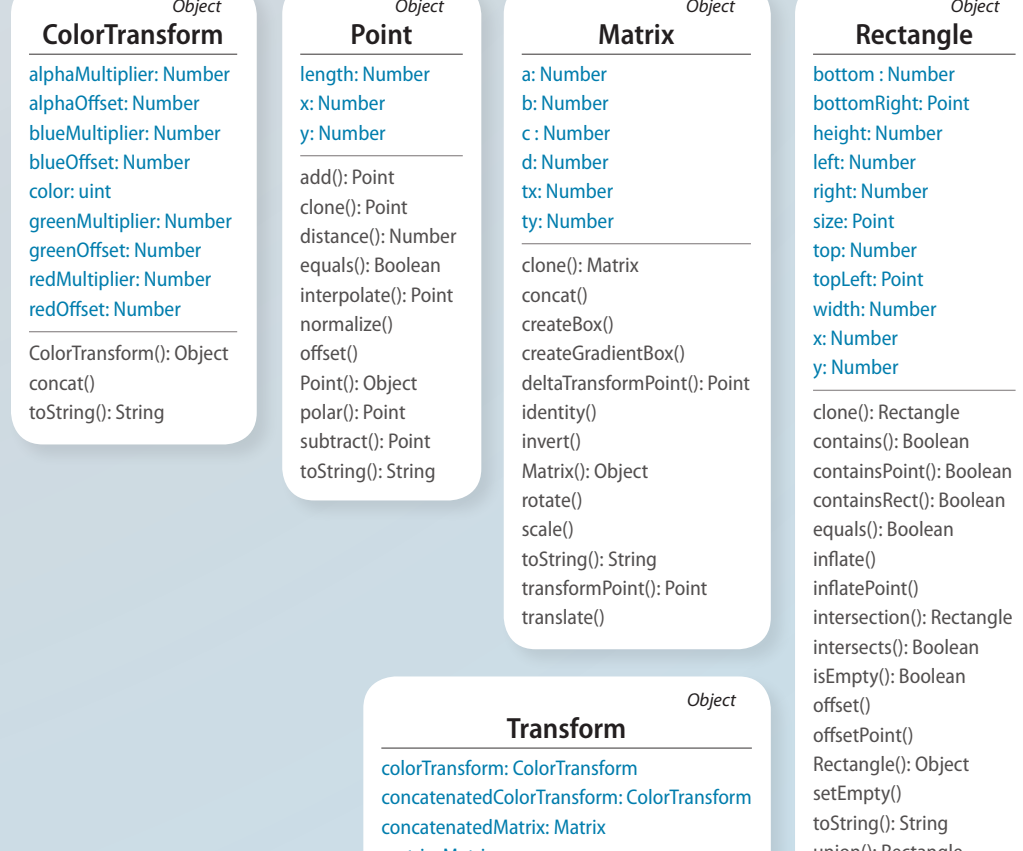


```

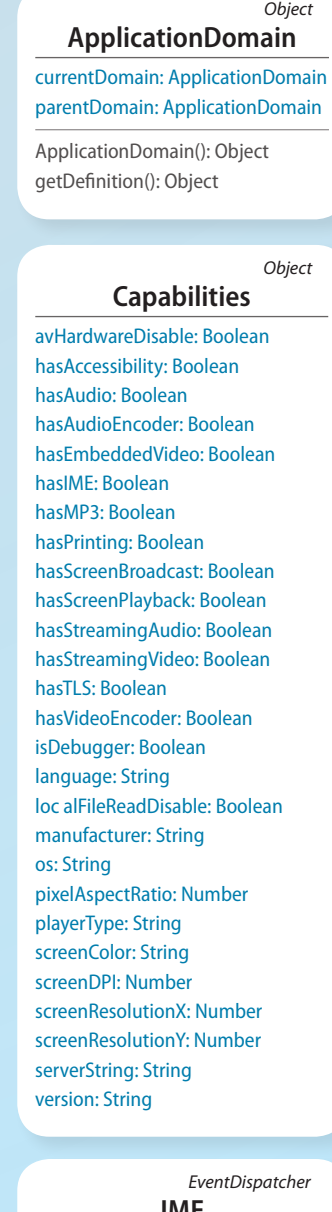
classDiagram
    class Camera {
        <<abstract>>
        +activeLevel: Number
        +bandwidth: int
        +currentFPS: Number
        +fps: Number
        +height: int
        +index: int
        +motionLevel: int
        +motionTimeout: int
        +muted: Boolean
        +name: String
        +name: Array
        +quality: int
        +width: int
        +getCamera(): Camera
        +setMode(): void
        +setMotionLevel(): void
        +setQuality(): void
    }
    class LoaderContext {
        +currentTime: Number
        +polyKey: Boolean
    }
    class SoundTransform {
        +left: Number
        +right: Number
        +number: Number
        +tolLeft: Number
        +tolRight: Number
        +number: Number
        +transform(): Object
    }
    Camera <|-- LoaderContext
    LoaderContext --> SoundTransform
  
```

The diagram illustrates the relationships between three classes: **Camera**, **LoaderContext**, and **SoundTransform**.

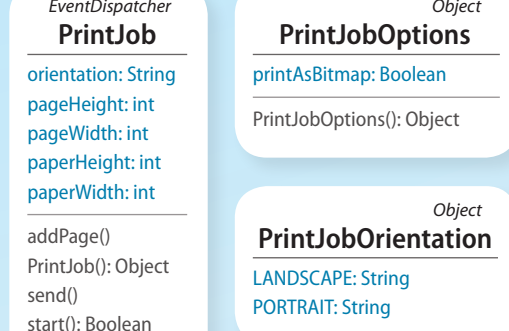
- Camera** is an abstract class with the following attributes: `activeLevel: Number`, `bandwidth: int`, `currentFPS: Number`, `fps: Number`, `height: int`, `index: int`, `motionLevel: int`, `motionTimeout: int`, `muted: Boolean`, `name: String`, `name: Array`, `quality: int`, and `width: int`. It also has methods: `getCamera(): Camera`, `setMode(): void`, `setMotionLevel(): void`, and `setQuality(): void`.
- LoaderContext** is a class that inherits from **Camera** (indicated by a solid line with an open arrowhead). It has attributes: `currentTime: Number` and `polyKey: Boolean`.
- SoundTransform** is a class that has a directed association with **LoaderContext** (indicated by a solid line with an open arrowhead pointing to **SoundTransform**). It has attributes: `left: Number`, `right: Number`, `number: Number`, `tolLeft: Number`, `tolRight: Number`, and `number: Number`. It also has a method: `transform(): Object`.



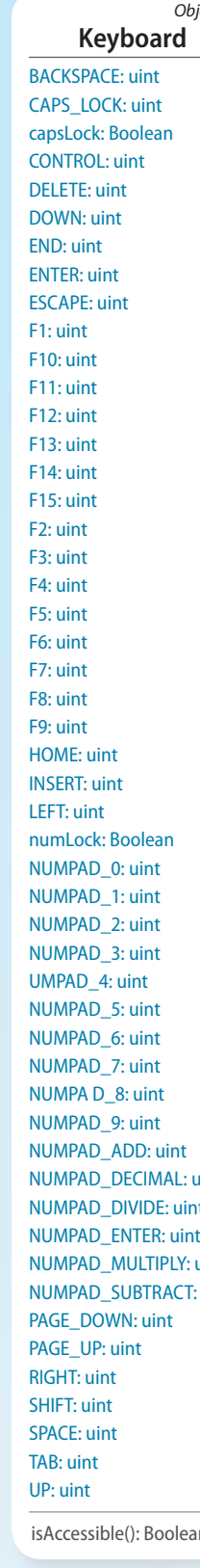
	FileFilter description: String extension: String mimeType: String FileFilter() Object
	EventManager FileReference creationDate: Date creator: String modificationDate: Date name: String size: unit type: String browse(): Boolean cancel() download() upload() FileReference() Object upload()
	EventManager FileReferenceList fileList: Array browse(): Boolean FileReferenceList() Object
abstract	IDynamicPropertyOutput writeDynamicProperty()
abstract	IDynamicPropertyWriter writeDynamicProperty()
LocalConnection	Object



TextField
alwaysShowSelection: Boolean
antialias: String
autoSize: String
background: Boolean
backgroundColor: UInt
border: Boolean
borderColor: UInt
bottomScrollY: Int
caretIndex: Int
composeUnits: Boolean
defaultFontName: TextFormat
displayAsPassword: Boolean
embedFonts: Boolean
gridYType: String
htmlText: String
length: Int
maxChars: Int
maxScrollX: Int
maxScrollY: Int
mouseWheelEnabled: Boolean
multiline: Int
restrict: String
scrollY: Int
selectable: Boolean
selectionBeginIndex: Int
selectionEndIndex: Int
sharpness: Number
styleSheet: StyleSheet
text: String
textColor: UInt
textHeight: Number
textWidth: Number
thickness: Number
type: String
useWordWrap: Boolean



ActivityEvent	activating: Boolean ACTIVITY: String ActivityEvent() : Object clone(): Event toString(): String
ExternalMouseEvent	ExternalMouseEvent SELECT: String F: String InteractiveObject
Event	Event() : Object ping
FocusEvent	IN: String OUT: String SCUS_CHANGE: String use: Boolean FOCUS_CHANGE: String Object: InteractiveObject Event
MouseEvent	MouseEvent Event gdi: String
HTTPStatusEvent	TIP_STATUS: String status: int clone(): Event TIPStatusEvent(): Object toString(): String
KeyboardEvent	altKey: Boolean character: Unit ctrlKey: Boolean KEY_DOWN: String keyUp: String keyCode: int keyboardLocation: unit shiftKey: Boolean



ExternalInterface
available: Boolean
objectID: String
addCallback()
call(): Object

[illegible][illegible]

```

bytesAvailable: uint
endian: String
objectEncoding: uint

readBoolean(): Boolean
readByte(): int
readBytes()
readDouble(): Number
readFloat(): Number
readInt(): int
readMultiByte(): String
readObject(): Object
readShort(): int
readUnsignedByte(): uint
readUnsignedInt(): uint
readUnsignedShort(): uint
readUTF(): String
readUTFBytes(): String

```

Keyboard

BACKSPACE: uint
CAPS_LOCK: uint
capsLock: Boolean
CONTROL: uint
DELETE: uint

```

XMLNode
attributes: Object
childNodes: Array
firstChild: XMLNode
lastChild: XMLNode
localName: String
namespaceURI: String
nextSibling: XMLNode
nodeName: String
nodeType: uint
nodeValue: String
parentNode: XMLNode
prefix: String
previousSibling: XMLNode

appendChild()
cloneNode(): XMLNode
getNamespaceForPrefix()
getPrefixForNamespace()
hasChildNodes(): Boolean
insertBefore()
removeNode()
toString(): String
XMLNode(): Object

```