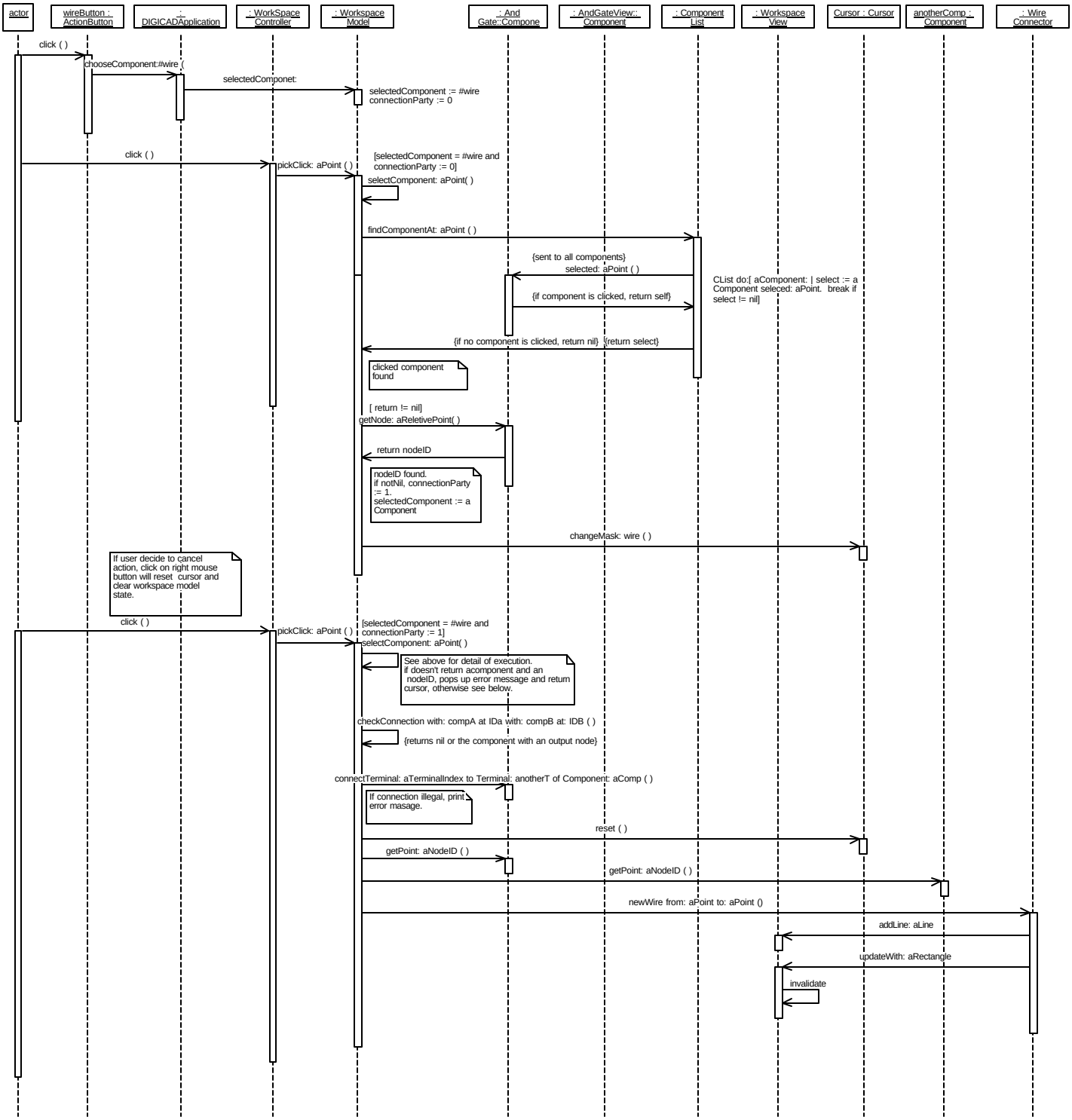
actor
wireButton : ActionButton
: DIGICADApplication
: WorkSpace Controller
: Workspace Model
: And Gate::Compone
: AndGateView:: Component
: Component List
: Workspace View
Cursor : Cursor
anotherComp : Component
: Wire Connector
click ( )
chooseComponent:#wire (
selectedComponet:
selectedComponent := #wire
connectionParty := 0
click ( )
pickClick: aPoint ( )
[selectedComponent = #wire and
connectionParty := 0]
selectComponent: aPoint( )
findComponentAt: aPoint ( )
{sent to all components}
selected: aPoint ( )
CList do:[aComponent: | select := a
Component seleced: aPoint. break if
select != nil]
{if component is clicked, return self}
{if no component is clicked, return nil}
{return select}
clicked component
found
[return != nil]
getNode: aReletivePoint( )
return nodeID
nodeID found.
if notNil, connectionParty
:= 1.
selectedComponent := a
Component
changeMask: wire ( )
If user decide to cancel
action, click on right mouse
button will reset cursor and
clear workspace model
state.
click ( )
pickClick: aPoint ( )
[selectedComponent = #wire and
connectionParty := 1]
selectComponent: aPoint( )
See above for detail of execution.
if doesn't return acomponent and an
nodeID, pops up error message and return
cursor, otherwise see below.
checkConnection with: compA at IDa with: compB at: IDB ( )
{returns nil or the component with an output node}
connectTerminal: aTerminalIndex to Terminal: anotherT of Component: aComp ( )
If connection illegal, print
error masage.
reset ( )
getPoint: aNodeID ( )
getPoint: aNodeID ( )
newWire from: aPoint to: aPoint ()
addLine: aLine
updateWith: aRectangle
invalidate