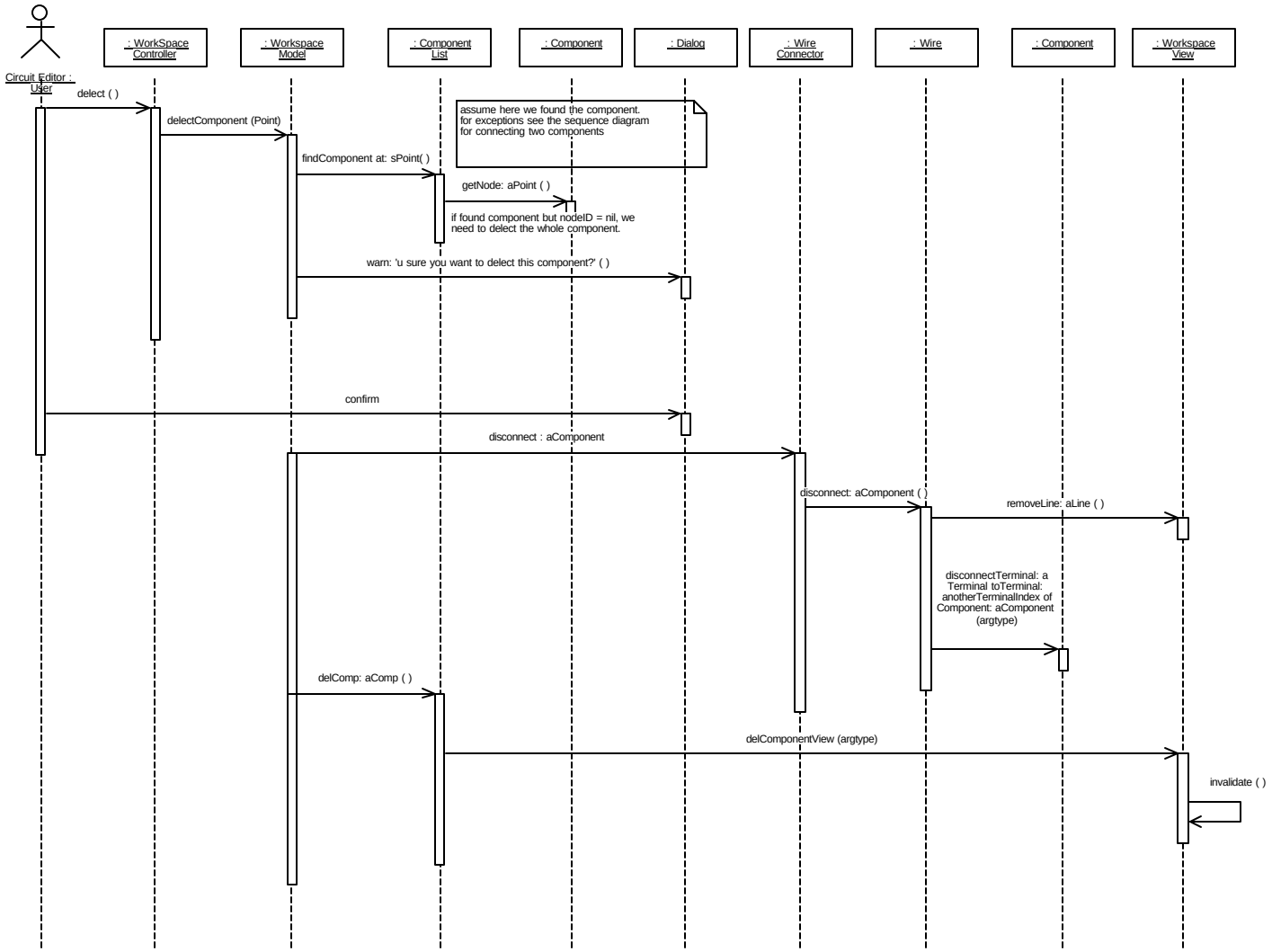
Circuit Editor : User
: WorkSpace Controller
: Workspace Model
: Component List
: Component
: Dialog
: Wire Connector
: Wire
: Component
: Workspace View
delect ( )
delectComponent (Point)
assume here we found the component.
for exceptions see the sequence diagram
for connecting two components
findComponent at: sPoint( )
getNode: aPoint ( )
if found component but nodeID = nil, we
need to delect the whole component.
warn: 'u sure you want to delect this component?' ( )
confirm
disconnect : aComponent
disconnect: aComponent ( )
removeLine: aLine ( )
disconnectTerminal: a
Terminal toTerminal:
anotherTerminalIndex of
Component: aComponent
(argtype)
delComp: aComp ( )
delComponentView (argtype)
invalidate ( )