UML LOGIC SIMULATOR
Text

Thato Tau and Adam Coetzee | June 11, 2020

NODE

- m_state:node_state
- m_id:int = 0;
MAXINPUTS:int =-1;
STR_NODETYPE:string = "NODE"
m_name:string;
m_outputs:Nodes*
m_inputs:Nodes*

+ set_name(const char* name):void
+ set_state(const node_state& state):void
+ set_id(const int& id):void
+ define_node(const int& id, const char* name, const node_state& state):void
+ get_state():node_state
+ get_id():int
+ get_name():string
+ get_type_name():string
+ mstate_to_string(node_state state):string
+ print_info():string
+ add_output(Node *out_node):bool
+ rem_output(Node *out_node):bool
+ add_input(Node *in_node):bool
+ rem_input(Node *in_node): bool
+ *calc_state*():virtual bool= 0;

INPUT	NET	AND	NAND	OR	XOR	NOT	NOR	XNOR
+*calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool	+ *calc_state*():bool

Text