## Wire

- + void update()
- + void set\_signal(int signal)
- + int get\_signal() const

#inputs #output

## Component

- + virtual void update()=0
- + virtual void write (Wire \*base\_address, std::ostream &os=std ::cout)=0



## INP

- + INP(Wire \*out, int signal)
- + void update()
- + void write(Wire \*base \_address, std::ostream &os=std::cout)
- + static const char \* get name()