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

NOT

+ NOT(Wire *inpA, Wire *out)

+ void update()

+ void write(Wire *base _address, std::ostream &os=std::cout)

+ static const char * get_name()