## 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

## PRINT

- + PRINT(Wire \*inpA, const char \*label="unnamed \_output", std::ostream &os
  - =std::cout)
- + void write(Wire \*base

+ void update()

- \_address, std::ostream &os=std::cout)
- + static const char \* get\_name()