

csc440.nuf.parser.SMILHandler.startElement

```
graph LR; A[csc440.nuf.parser.SMILHandler.startElement] --> B[csc440.nuf.complay.Waiting.Q]; A --> C[csc440.nuf.complay.Q.setLayout];
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csc440.nuf.complay.Waiting.Q

csc440.nuf.complay.Q.setLayout