

## StartingElements

```
+ name
# status
# status_ph
# in_val_re_l1
# in_val_im_l1
# in_val_abs_l1
# in_val_arg_l1
# in_val_re_U1
# in_val_im_U1
# in_val_abs_U1
# in_val_arg_U1
# in_val_re_S1
# in_val_im_S1
# in_val_abs_S1
# in_val_arg_S1
# in_val_re_3I0
# in_val_im_3I0
# in_val_abs_3I0
# in_val_arg_3I0
# in_val_re_3U0
# in_val_im_3U0
# in_val_abs_3U0
# in_val_arg_3U0
# in_val_re_S0
# in_val_im_S0
# in_val_abs_S0
# in_val_arg_S0

+ StartingElements()
+ ~StartingElements()
+ get_status()
+ get_status_ph()
+ detect()
+ init_inputs()
```