

Sheet::SetCell

if Cell exists:  
buffer old value,  
Invalidate Cell;  
Delete Dependencies;  
Check Cycle Dependencies;

if Cell doesn't exist:  
Cell \* NewCell = new  
Cell(\*this);  
Check Cycle Dependencies;  
AddDependentCell;

Check Cycle  
Dependencies;  
recursively goes through  
all subcells

Cell \* tmpCell = Sheet.GetCell

bool IsCellCyclicDependent(const  
Cell \* CurrSell, const Position &  
Pos) const

