

NSA.View

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7.59	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/↔ Forms/AdvancedSimulationForm.Designer.cs-Dateireferenz	124
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7.63	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/↔ Forms/MainForm.Designer.cs-Dateireferenz	125
7.64	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Debug/TemporaryGeneratedFile_036C0B5B-1481-4323-8D20-8F5ADCB23D92.cs-Dateireferenz	126
7.65	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Release/TemporaryGeneratedFile_036C0B5B-1481-4323-8D20-8F5ADCB23D92.cs-Dateireferenz	126
7.66	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Debug/TemporaryGeneratedFile_5937a670-0e60-4077-877b-f7221da3dda1.cs-Dateireferenz	126
7.67	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Release/TemporaryGeneratedFile_5937a670-0e60-4077-877b-f7221da3dda1.cs-Dateireferenz	126
7.68	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Debug/TemporaryGeneratedFile_E7A71F73-0F8D-4B9B-B56E-8E70B10BC5D3.cs-Dateireferenz	126
7.69	C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/obj/↔ Release/TemporaryGeneratedFile_E7A71F73-0F8D-4B9B-B56E-8E70B10BC5D3.cs-Dateireferenz	126
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Kapitel 1

Verzeichnis der Namensbereiche

1.1 Pakete

Hier folgen die Pakete mit einer Kurzbeschreibung (wenn verfügbar):

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NSA.View.Controls.InfoControl.ControlContents	12
NSA.View.Controls.NetworkView	12
NSA.View.Controls.NetworkView.NetworkElements	12
NSA.View.Controls.NetworkView.NetworkElements.Base	13
NSA.View.Controls.PropertyControl	13
NSA.View.Controls.PropertyControl.ConfigControls	13
NSA.View.Controls.PropertyControl.Misc	14
NSA.View.Controls.Toolbar	14
NSA.View.Forms	14
NSA.View.Properties	14

Kapitel 2

Hierarchie-Verzeichnis

2.1 Klassenhierarchie

Die Liste der Ableitungen ist -mit Einschränkungen- alphabetisch sortiert:

Button	
NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton	15
NSA.View.Controls.PropertyControl.Misc.AddRouteButton	16
Control	
NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl	60
EditorElementBase	
NSA.View.Controls.NetworkView.LabelControl	52
NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl	27
NSA.View.Controls.NetworkView.NetworkElements.RouterControl	87
NSA.View.Controls.NetworkView.NetworkElements.SwitchControl	95
NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl	103
NSA.View.Controls.NetworkView.NetworkElements.ComputerControl	22
Form	
NSA.View.Forms.AdvancedSimulationForm	18
NSA.View.Forms.BroadcastSimulationForm	20
NSA.View.Forms.MainForm	63
NSA.View.Controls.NetworkView.NetworkElements.IConfigurable	44
NSA.View.Controls.NetworkView.NetworkElements.RouterControl	87
NSA.View.Controls.NetworkView.NetworkElements.SwitchControl	95
NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl	103
IMessageFilter	
NSA.View.Controls.NetworkView.MessageLoopFilter	65
NSA.View.Controls.NetworkView.NetworkElements.ISimulationTarget	51
NSA.View.Controls.NetworkView.NetworkElements.RouterControl	87
NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl	103
NSA.View.Properties.Resources	78
UserControl	
NSA.View.Controls.InfoControl.ControlContents.HistoryControl	35
NSA.View.Controls.InfoControl.ControlContents.HopsControl	38
NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl	42
NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl	61
NSA.View.Controls.InfoControl.ControlContents.ResultsControl	82
NSA.View.Controls.InfoControl.ControlContents.ScenariosControl	89
NSA.View.Controls.InfoControl.InfoControl	45
NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase	29

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NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl	33
NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl	49
NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl	57
NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl	84
NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl	93
NSA.View.Controls.PropertyControl.Misc.LayerControl	53
NSA.View.Controls.PropertyControl.Misc.Separator	91
NSA.View.Controls.PropertyControl.PropertyControl	73
NSA.View.Controls.Toolbar.ToolbarControl	98
NSA.View.Controls.NetworkView.VisualConnection	101

Kapitel 3

Klassen-Verzeichnis

3.1 Auflistung der Klassen

Hier folgt die Aufzählung aller Klassen, Strukturen, Varianten und Schnittstellen mit einer Kurzbeschreibung:

NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton	15
Button for adding a new network interface	
NSA.View.Controls.PropertyControl.Misc.AddRouteButton	16
Button for adding a route.	
NSA.View.Forms.AdvancedSimulationForm	18
Dialog for starting a simulation with provided parameters.	
NSA.View.Forms.BroadcastSimulationForm	20
Allows the user to execute a broadcast to a given subnet.	
NSA.View.Controls.NetworkView.NetworkElements.ComputerControl	22
NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase	24
Base class for ConfigControls	
NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl	27
NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase	29
The base element for every drawable element in the network editor.	
NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl	33
Control for configuring a default gateway	
NSA.View.Controls.InfoControl.ControlContents.HistoryControl	35
Class for the HistoryControl of the InfoControl . It displays the history of all executed simulations with the possibility to rerun any simulation.	
NSA.View.Controls.InfoControl.ControlContents.HopsControl	38
Class for the HopsControl of the InfoControl . It displays a list of all packets of the last simulation and shows the corresponding hops.	
NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl	42
Class for the HopVisualization tab of the InfoControl . It displays two hardware nodes' layerstacks	
NSA.View.Controls.NetworkView.NetworkElements.IConfigurable	44
NSA.View.Controls.InfoControl.InfoControl	45
Class for the InfoControl of the main form. The InfoControl displays information about executed simulations, hops and testscenarios.	
NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl	49
Control for configuring a network interface	
NSA.View.Controls.NetworkView.NetworkElements.ISimulationTarget	51
NSA.View.Controls.NetworkView.LabelControl	52
NSA.View.Controls.PropertyControl.Misc.LayerControl	53
Control representing a layer in the NSA.View.Controls.PropertyControl.ConfigControls.↔ LayerstackConfigControl	

NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl	
Control for editing the layer stack of the current hardwarenode.	57
NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl	60
NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl	
Visualizes the layerstack of a hardwarenode involved in a hop	61
NSA.View.Forms.MainForm	63
NSA.View.Controls.NetworkView.MessageLoopFilter	
Implements the logic to catch messages before they get dispatched to the NetworkViewControl and its childs.	65
NSA.View.Controls.NetworkView.NetworkViewControl	68
NSA.View.Controls.PropertyControl.PropertyControl	
Control containing and managing ConfigControls	73
NSA.View.Properties.Resources	
A strongly-typed resource class, for looking up localized strings, etc.	78
NSA.View.Controls.InfoControl.ControlContents.ResultsControl	
Class for the ResultsControl of the InfoControl . It displays the result of executed testscenarios.	82
NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl	
Control for configuring a route	84
NSA.View.Controls.NetworkView.NetworkElements.RouterControl	87
NSA.View.Controls.InfoControl.ControlContents.ScenariosControl	
Class for the ScenariosControl of the InfoControl . It displays a list of all loaded testscenarios.	89
NSA.View.Controls.PropertyControl.Misc.Separator	
Control for separating several ConfigControls in PropertyControl	91
NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl	
Control for configuring a switch.	93
NSA.View.Controls.NetworkView.NetworkElements.SwitchControl	
This control displays a switch.	95
NSA.View.Controls.Toolbar.ToolbarControl	
Das Werkzeugleistencontrol.	98
NSA.View.Controls.NetworkView.VisualConnection	101
NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl	103

Kapitel 4

Datei-Verzeichnis

4.1 Auflistung der Dateien

Hier folgt die Aufzählung aller Dateien mit einer Kurzbeschreibung:

C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/InfoControl.cs	111
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/InfoControl.Designer.cs	111
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HistoryControl.cs	107
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HistoryControl.Designer.cs	107
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HopsControl.cs	107
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HopsControl.Designer.cs	108
C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HopVisualizationControl.cs	108
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C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/ Main↵ Form.Designer.cs	125
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Kapitel 5

Dokumentation der Namensbereiche

5.1 NSA-Namensbereichsreferenz

Namensbereiche

- namespace [View](#)

5.2 NSA.View-Namensbereichsreferenz

Namensbereiche

- namespace [Controls](#)
- namespace [Forms](#)
- namespace [Properties](#)

5.3 NSA.View.Controls-Namensbereichsreferenz

Namensbereiche

- namespace [InfoControl](#)
- namespace [NetworkView](#)
- namespace [PropertyControl](#)
- namespace [Toolbar](#)

5.4 NSA.View.Controls.InfoControl-Namensbereichsreferenz

Namensbereiche

- namespace [ControlContents](#)

Klassen

- class [InfoControl](#)

Class for the [InfoControl](#) of the main form. The [InfoControl](#) displays information about executed simulations, hops and testscenarios.

5.5 NSA.View.Controls.InfoControl.ControlContents-Namensbereichsreferenz

Klassen

- class [HistoryControl](#)

Class for the [HistoryControl](#) of the [InfoControl](#). It displays the history of all executed simulations with the possibility to rerun any simulation.

- class [HopsControl](#)

Class for the [HopsControl](#) of the [InfoControl](#). It displays a list of all packets of the last simulation and shows the corresponding hops.

- class [HopVisualizationControl](#)

Class for the HopVisualization tab of the [InfoControl](#). It displays two hardwarenodes' layerstacks

- class [LayerStackVisualizationControl](#)

Visualizes the layerstack of a hardwarenode involved in a hop

- class [ResultsControl](#)

Class for the [ResultsControl](#) of the [InfoControl](#). It displays the result of executed testscenarios.

- class [ScenariosControl](#)

Class for the [ScenariosControl](#) of the [InfoControl](#). It displays a list of all loaded testscenarios.

5.6 NSA.View.Controls.NetworkView-Namensbereichsreferenz

Namensbereiche

- namespace [NetworkElements](#)

Klassen

- class [LabelControl](#)

- class [MessageLoopFilter](#)

Implements the logic to catch messages before they get dispatched to the [NetworkViewControl](#) and its childs.

- class [NetworkViewControl](#)

- class [VisualConnection](#)

5.7 NSA.View.Controls.NetworkView.NetworkElements-Namensbereichsreferenz

Namensbereiche

- namespace [Base](#)

Klassen

- class [ComputerControl](#)
- class [ConnectionControl](#)
- interface [IConfigurable](#)
- interface [ISimulationTarget](#)
- class [LayerStackControl](#)
- class [RouterControl](#)
- class [SwitchControl](#)
This control displays a switch.
- class [WorkstationControl](#)

5.8 NSA.View.Controls.NetworkView.NetworkElements.Base-Namensbereichsreferenz

Klassen

- class [EditorElementBase](#)
The base element for every drawable element in the network editor.

5.9 NSA.View.Controls.PropertyControl-Namensbereichsreferenz

Namensbereiche

- namespace [ConfigControls](#)
- namespace [Misc](#)

Klassen

- class [PropertyControl](#)
Control containing and managing [ConfigControls](#)

5.10 NSA.View.Controls.PropertyControl.ConfigControls-Namensbereichsreferenz

Klassen

- class [ConfigControlBase](#)
Base class for [ConfigControls](#).
- class [GwConfigControl](#)
Control for configuring a default gateway
- class [InterfaceConfigControl](#)
Control for configuring a network interface
- class [LayerstackConfigControl](#)
Control for editing the layer stack of the current hardware node.
- class [RouteConfigControl](#)
Control for configuring a route
- class [SwitchConfigControl](#)
Control for configuring a switch.

5.11 NSA.View.Controls.PropertyControl.Misc-Namensbereichsreferenz

Klassen

- class [AddInterfaceButton](#)
Button for adding a new network interface
- class [AddRouteButton](#)
Button for adding a route.
- class [LayerControl](#)
Control representing a layer in the [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#).
- class [Separator](#)
Control for separating several [ConfigControls](#) in [PropertyControl](#).

5.12 NSA.View.Controls.Toolbar-Namensbereichsreferenz

Klassen

- class [ToolbarControl](#)
Das Werkzeugleistencontrol.

5.13 NSA.View.Forms-Namensbereichsreferenz

Klassen

- class [AdvancedSimulationForm](#)
Dialog for starting a simulation with provided parameters.
- class [BroadcastSimulationForm](#)
Allows the user to execute a broadcast to a given subnet.
- class [MainForm](#)

5.14 NSA.View.Properties-Namensbereichsreferenz

Klassen

- class [Resources](#)
A strongly-typed resource class, for looking up localized strings, etc.

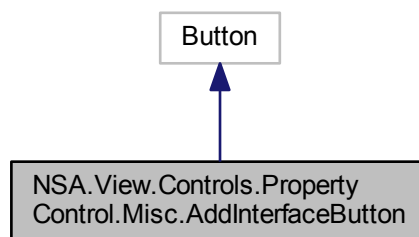
Kapitel 6

Klassen-Dokumentation

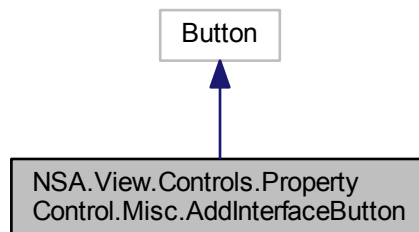
6.1 NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton Klassenreferenz

Button for adding a new network interface

Klassendiagramm für NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton:



Öffentliche Methoden

- [AddInterfaceButton](#) ()

Constructor

Propertys

- sealed override string [Text](#) [get, set]

Property for the button text

6.1.1 Ausführliche Beschreibung

Button for adding a new network interface

6.1.2 Beschreibung der Konstruktoren und Destruktoren

6.1.2.1 NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton.AddInterfaceButton ()

Constructor

6.1.3 Dokumentation der Propertys

6.1.3.1 sealed override string NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton.Text [get], [set]

Property for the button text

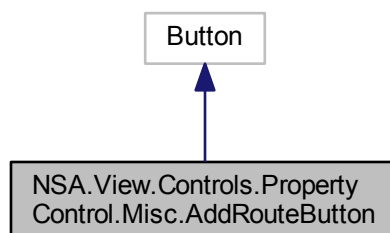
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/PropertyControl/Misc/[AddInterfaceButton.cs](#)

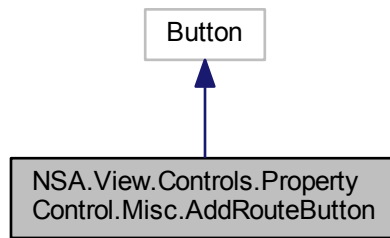
6.2 NSA.View.Controls.PropertyControl.Misc.AddRouteButton Klassenreferenz

Button for adding a route.

Klassendiagramm für NSA.View.Controls.PropertyControl.Misc.AddRouteButton:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.Misc.AddRouteButton:



Öffentliche Methoden

- [AddRouteButton](#) ()
Constructor.

Propertys

- sealed override string [Text](#) [get, set]
Property for the button text.

6.2.1 Ausführliche Beschreibung

Button for adding a route.

6.2.2 Beschreibung der Konstruktoren und Destruktoren

6.2.2.1 NSA.View.Controls.PropertyControl.Misc.AddRouteButton.AddRouteButton ()

Constructor.

6.2.3 Dokumentation der Propertys

6.2.3.1 sealed override string NSA.View.Controls.PropertyControl.Misc.AddRouteButton.Text [get], [set]

Property for the button text.

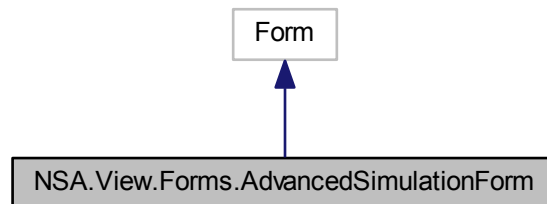
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
PropertyControl/Misc/[AddRouteButton.cs](#)

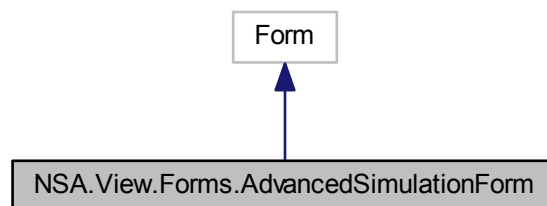
6.3 NSA.View.Forms.AdvancedSimulationForm Klassenreferenz

Dialog for starting a simulation with provided parameters.

Klassendiagramm für NSA.View.Forms.AdvancedSimulationForm:



Zusammengehörigkeiten von NSA.View.Forms.AdvancedSimulationForm:



Öffentliche Methoden

- [AdvancedSimulationForm](#) ()
Constructor.
- void [SetWorkstations](#) (List< string > AvailableWorkstations)
Sets the list of available workstations.

Öffentliche Attribute

- int [MaxHopCount](#) = 255
TTL of the simulation packet.
- string [SourceName](#) = ""
Name of the source.
- string [TargetName](#) = ""
Name of the target.
- bool [ExpectedResult](#) = true
Expected simulation result.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

6.3.1 Ausführliche Beschreibung

Dialog for starting a simulation with provided parameters.

6.3.2 Beschreibung der Konstruktoren und Destruktoren

6.3.2.1 NSA.View.Forms.AdvancedSimulationForm.AdvancedSimulationForm ()

Constructor.

6.3.3 Dokumentation der Elementfunktionen

6.3.3.1 override void NSA.View.Forms.AdvancedSimulationForm.Dispose (bool *disposing*) [protected]

Clean up any resources being used.

Parameter

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

6.3.3.2 void NSA.View.Forms.AdvancedSimulationForm.SetWorkstations (List< string > *AvailableWorkstations*)

Sets the list of available workstations.

Parameter

<i>AvailableWorkstations</i>	List of available workstations.
------------------------------	---------------------------------

6.3.4 Dokumentation der Datenelemente

6.3.4.1 bool NSA.View.Forms.AdvancedSimulationForm.ExpectedResult = true

Expected simulation result.

6.3.4.2 int NSA.View.Forms.AdvancedSimulationForm.MaxHopCount = 255

TTL of the simulation packet.

6.3.4.3 `string NSA.View.Forms.AdvancedSimulationForm.SourceName = ""`

Name of the source.

6.3.4.4 `string NSA.View.Forms.AdvancedSimulationForm.TargetName = ""`

Name of the target.

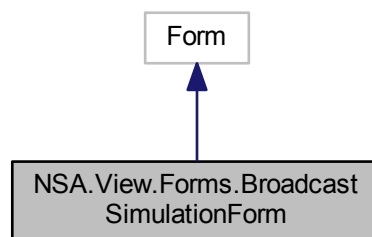
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- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/[AdvancedSimulationForm.Designer.cs](#)

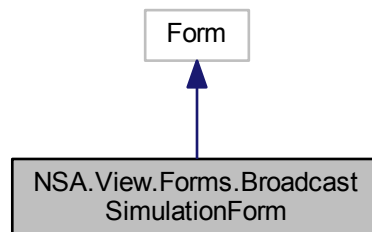
6.4 NSA.View.Forms.BroadcastSimulationForm Klassenreferenz

Allows the user to execute a broadcast to a given subnet.

Klassendiagramm für NSA.View.Forms.BroadcastSimulationForm:



Zusammengehörigkeiten von NSA.View.Forms.BroadcastSimulationForm:



Öffentliche Methoden

- [BroadcastSimulationForm](#) ()
Constructor
- void [SetWorkstations](#) (List< string > AvailableWorkstations)
Sets the datasource of the available workstations

Öffentliche Attribute

- string [SourceName](#) = ""
Name of the source
- string [TargetSubnet](#) = ""
Target subnet
- bool [ExpectedResult](#) = true
Expected Result

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

6.4.1 Ausführliche Beschreibung

Allows the user to execute a broadcast to a given subnet.

6.4.2 Beschreibung der Konstruktoren und Destruktoren

6.4.2.1 NSA.View.Forms.BroadcastSimulationForm.BroadcastSimulationForm ()

Constructor

6.4.3 Dokumentation der Elementfunktionen

6.4.3.1 override void NSA.View.Forms.BroadcastSimulationForm.Dispose (bool *disposing*) [protected]

Clean up any resources being used.

Parameter

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

6.4.3.2 void NSA.View.Forms.BroadcastSimulationForm.SetWorkstations (List< string > AvailableWorkstations)

Sets the datasource of the available workstations

Parameter

<i>AvailableWorkstations</i>	The available workstations
------------------------------	----------------------------

6.4.4 Dokumentation der Datenelemente

6.4.4.1 `bool NSA.View.Forms.BroadcastSimulationForm.ExpectedResult = true`

Expected Result

6.4.4.2 `string NSA.View.Forms.BroadcastSimulationForm.SourceName = ""`

Name of the surce

6.4.4.3 `string NSA.View.Forms.BroadcastSimulationForm.TargetSubnet = ""`

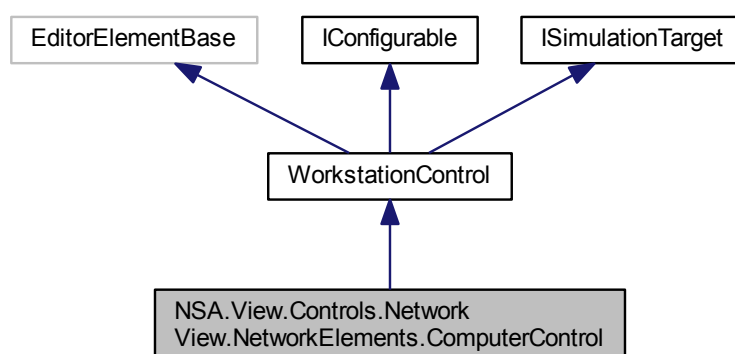
Target subnet

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

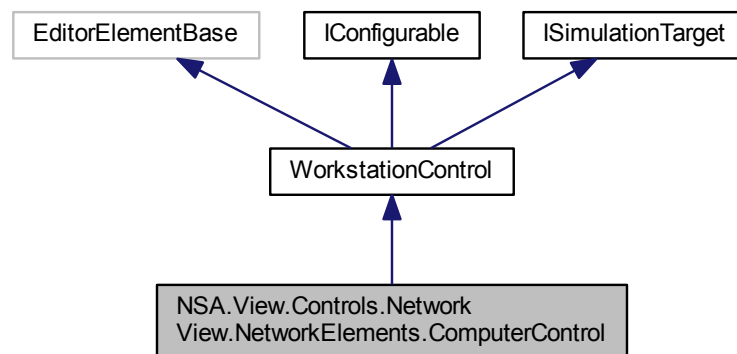
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/Broad↔
CastSimulationForm.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/Broad↔
CastSimulationForm.Designer.cs

6.5 NSA.View.Controls.NetworkView.NetworkElements.ComputerControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.ComputerControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.ComputerControl:



Öffentliche Methoden

- [ComputerControl](#) (Point location, string name)

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.5.1 Beschreibung der Konstruktoren und Destruktoren

6.5.1.1 `NSA.View.Controls.NetworkView.NetworkElements.ComputerControl.ComputerControl (Point location, string name)`

6.5.2 Dokumentation der Elementfunktionen

6.5.2.1 `override void NSA.View.Controls.NetworkView.NetworkElements.ComputerControl.Dispose (bool disposing)`
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

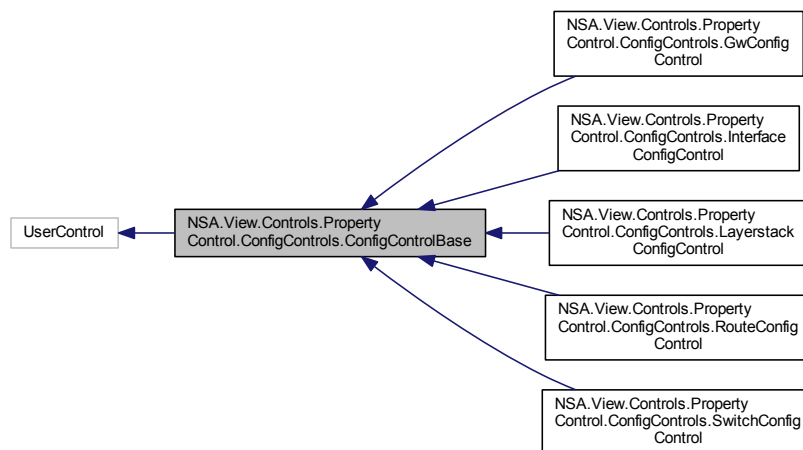
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/NetworkElements/[ComputerControl.cs](#)

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NetworkView/NetworkElements/ComputerControl.designer.cs

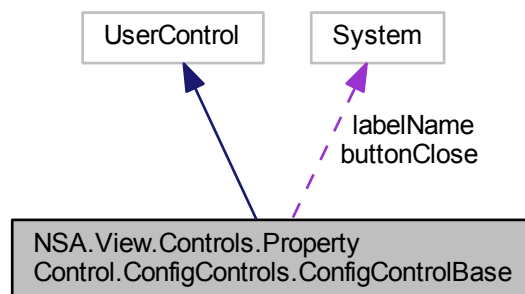
6.6 NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase Klassenreferenz

Base class for [ConfigControls](#).

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase:



Öffentliche Methoden

- [ConfigControlBase](#) ()
Constructor

Öffentliche Attribute

- System.Windows.Forms.Label [labelName](#)
Label displaying the name of the control
- System.Windows.Forms.Button [buttonClose](#)
Button for closing the control

Geschützte Methoden

- bool [IsValidIP](#) (string addr)
Checks whether a string ist a valid IP address
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Geschützte, statische Methoden

- static bool [IsValidSubnetMask](#) (IPAddress Subnetmask)
Checks whether an IP address is a valid subnet mask.

Geschützte Attribute

- bool [initialized](#) = false
Set to true once initialization has finished.

Ereignisse

- Action< [ConfigControlBase](#) > [Closing](#)
Is fired when the control is being closed

6.6.1 Ausführliche Beschreibung

Base class for [ConfigControls](#).

6.6.2 Beschreibung der Konstruktoren und Destruktoren

6.6.2.1 NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.ConfigControlBase ()

Constructor

6.6.3 Dokumentation der Elementfunktionen

6.6.3.1 override void NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.Dispose (bool disposing) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.6.3.2 `bool NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.IsValidIP (string addr)`
[protected]

Checks whether a string ist a valid IP address

Parameter

<i>addr</i>	The address
-------------	-------------

Rückgabe

True if valid, false otherwise

6.6.3.3 `static bool NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.IsValidSubnetMask (IPAddress Subnetmask)` [static], [protected]

Checks whether an IP address is a valid subnet mask.

Parameter

<i>Subnetmask</i>	The subnetmask
-------------------	----------------

Rückgabe

True if valid, false otherwise

6.6.4 Dokumentation der Datenelemente

6.6.4.1 `System.Windows.Forms.Button NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.buttonClose`

Button for closing the control

6.6.4.2 `bool NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.initialized = false` [protected]

Set to true once initialization has finished.

6.6.4.3 `System.Windows.Forms.Label NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.labelName`

Label displaying the name of the control

6.6.5 Ereignisdokumentation

6.6.5.1 Action<ConfigControlBase> NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase.Closing

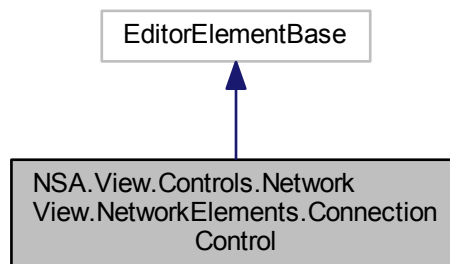
Is fired when the control is being closed

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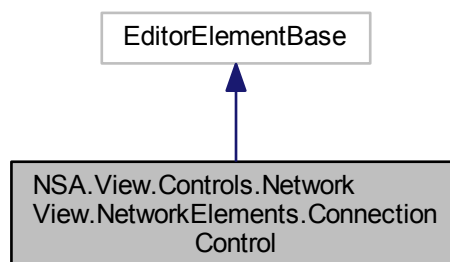
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/ConfigControls/ConfigControlBase.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/ConfigControls/ConfigControlBase.Designer.cs

6.7 NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl:



Öffentliche Methoden

- [ConnectionControl](#) (string name, Point point1, Point point2)
- void [SetPoints](#) (Point point1, Point point2)
- void [Highlight](#) (bool highlight)

Statische öffentliche Attribute

- static new int [ZIndexStart](#) = 10000

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs pe)
- override void [OnMouseMove](#) (MouseEventArgs e)
- override void [OnMouseClick](#) (MouseEventArgs e)
- override void [Dispose](#) (bool disposing)

Verwendete Ressourcen bereinigen.

6.7.1 Beschreibung der Konstruktoren und Destruktoren

6.7.1.1 `NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.ConnectionControl (string name, Point point1, Point point2)`

6.7.2 Dokumentation der Elementfunktionen

6.7.2.1 `override void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.Dispose (bool disposing)`
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.7.2.2 `void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.Highlight (bool highlight)`

6.7.2.3 `override void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.OnMouseClick (MouseEventArgs e)`
[protected]

6.7.2.4 `override void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.OnMouseMove (MouseEventArgs e)`
[protected]

6.7.2.5 `override void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.OnPaint (PaintEventArgs pe)`
[protected]

6.7.2.6 void NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.SetPoints (Point *point1*, Point *point2*)

6.7.3 Dokumentation der Datenelemente

6.7.3.1 new int NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl.ZIndexStart = 10000 [static]

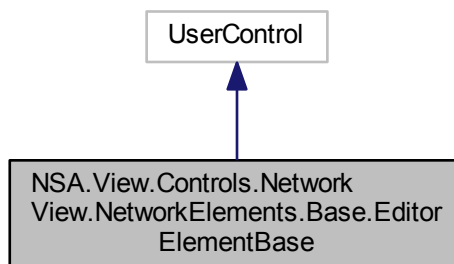
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NetworkView/NetworkElements/ConnectionControl.cs
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NetworkView/NetworkElements/ConnectionControl.designer.cs

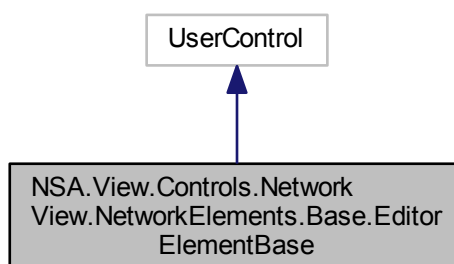
6.8 NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase Klassenreferenz

The base element for every drawable element in the network editor.

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase:



Öffentliche Methoden

- [EditorElementBase](#) (Point location, string name)
Initializes the element with default values so we can see mistakes in derived classes.
- virtual Rectangle [GetPortBoundsByID](#) (int port)

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs e)
Draws an image onto the drawingarea
- override void [OnMouseDown](#) (MouseEventArgs e)
- override void [OnMouseMove](#) (MouseEventArgs e)
- override void [OnMouseUp](#) (MouseEventArgs e)
- override void [OnMouseHover](#) (EventArgs e)
- override void [OnMouseLeave](#) (EventArgs e)
- override void [OnMouseClick](#) (MouseEventArgs e)
Löst das E:System.Windows.Forms.Control.MouseClick-Ereignis aus.
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Paketfunktionen

- [EditorElementBase](#) ()

Paketattribute

- Action< [EditorElementBase](#) > [Selected](#)
- Action [Deselected](#)
- int [ZIndex](#)
- Point [mouseDownOffset](#) = new Point()

Statische Paketattribute

- static int [ZIndexStart](#) = 0

Property

- bool [IsSelected](#) [get, set]

6.8.1 Ausführliche Beschreibung

The base element for every drawable element in the network editor.

Siehe auch

System.Windows.Forms.UserControl

6.8.2 Beschreibung der Konstruktoren und Destruktoren

6.8.2.1 NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.EditorElementBase () [package]

6.8.2.2 NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.EditorElementBase (Point location, string name)

Initializes the element with default values so we can see mistakes in derived classes.

Parameter

<i>location</i>	
<i>name</i>	

6.8.3 Dokumentation der Elementfunktionen

6.8.3.1 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.Dispose (bool disposing)`
`[protected]`

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.8.3.2 `virtual Rectangle NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.GetPortBoundsByID (int port)`
`[virtual]`

Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:



6.8.3.3 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseClicked (MouseEventArgs e)`
`[protected]`

Löst das E:System.Windows.Forms.Control.MouseClick-Ereignis aus.

Parameter

<i>e</i>	Ein T:System.Windows.Forms.MouseEventArgs, das die Ereignisdaten enthält.
----------	---

6.8.3.4 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseDown (MouseEventArgs e)`
`[protected]`

6.8.3.5 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseHover (EventArgs e)`
`[protected]`

6.8.3.6 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseLeave (EventArgs e)` [protected]

6.8.3.7 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseMove (MouseEventArgs e)` [protected]

6.8.3.8 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnMouseUp (MouseEventArgs e)` [protected]

6.8.3.9 `override void NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.OnPaint (PaintEventArgs e)` [protected]

Draws an image onto the drawingarea

Parameter

e	A T:System.Windows.Forms.PaintEventArgs, that contains the input Parameters.
----------	--

6.8.4 Dokumentation der Datenelemente

6.8.4.1 `Action NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.Deselected` [package]

6.8.4.2 `Point NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.mouseDownOffset = new Point()` [package]

6.8.4.3 `Action<EditorElementBase> NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.Selected` [package]

6.8.4.4 `int NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.ZIndex` [package]

6.8.4.5 `int NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.ZIndexStart = 0` [static], [package]

6.8.5 Dokumentation der Propertys

6.8.5.1 `bool NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase.IsSelected` [get], [set], [package]

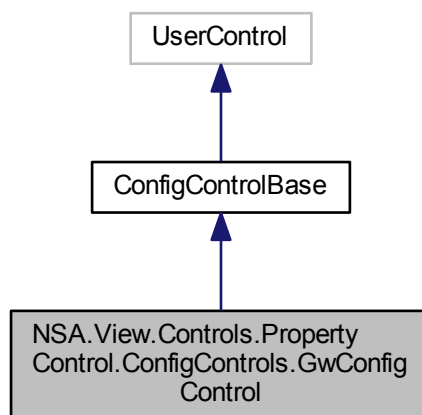
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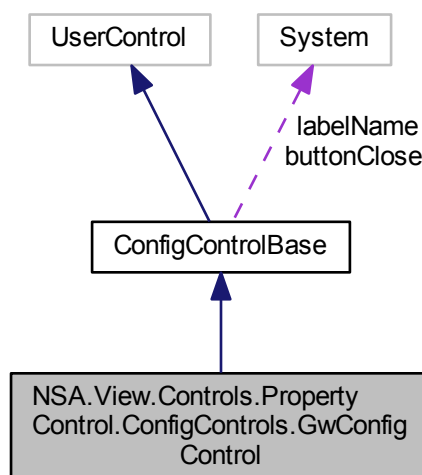
6.9 NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl Klassenreferenz

Control for configuring a default gateway

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl:



Öffentliche Methoden

- [GwConfigControl](#) (IPAddress Ip, string InterfaceName, bool IsRouter, bool HasInternetAccess=false)
Constructor

Öffentliche, statische Methoden

- static void [SetInterfaces](#) (List< string > Interfaces)
Sets the list of interfaces for this hardwarenode

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action< IPAddress, string, bool > [GatewayChanged](#)
Is fired when the gateway data has changed and is valid.

Weitere Geerbte Elemente

6.9.1 Ausführliche Beschreibung

Control for configuring a default gateway

6.9.2 Beschreibung der Konstruktoren und Destruktoren

6.9.2.1 NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl.GwConfigControl (IPAddress *Ip*, string *InterfaceName*, bool *IsRouter*, bool *HasInternetAccess* = false)

Constructor

Parameter

<i>Ip</i>	The IP address
<i>InterfaceName</i>	The name of the interface to be used
<i>IsRouter</i>	Flag indicating whether the selected hardwarenode is a router
<i>HasInternetAccess</i>	Flag indicating whether the selected hardwarenode has internet access

6.9.3 Dokumentation der Elementfunktionen

6.9.3.1 override void NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl.Dispose (bool *disposing*)
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.9.3.2 static void NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl.SetInterfaces (List< string > Interfaces) [static]

Sets the list of interfaces for this hardware node

Parameter

Interfaces	
------------	--

6.9.4 Ereignisdokumentation

6.9.4.1 Action<IPAddress, string, bool> NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl.Gateway↔ Changed

Is fired when the gateway data has changed and is valid.

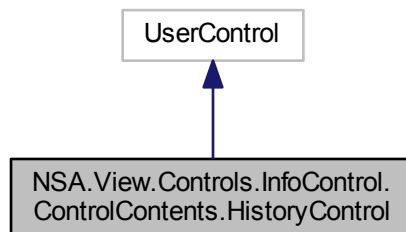
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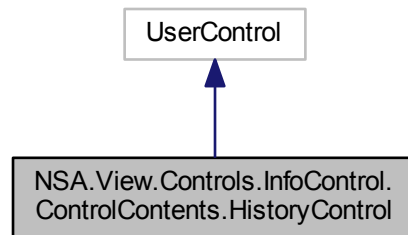
6.10 NSA.View.Controls.InfoControl.ControlContents.HistoryControl Klassenreferenz

Class for the [HistoryControl](#) of the [InfoControl](#). It displays the history of all executed simulations with the possibility to rerun any simulation.

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.HistoryControl:



Zusammengehörigkeiten von `NSA.View.Controls.InfoControl.ControlContents.HistoryControl`:



Öffentliche Methoden

- [HistoryControl](#) ()
Initializes a new instance of the [HistoryControl](#) class.
- void [AddHistoryData](#) (string SimID, string ExpectedResult, string Result, string Source, string Destination)
Adds the history data.
- void [DeleteHistoryData](#) (DataRow Row)
Deletes the given history data row.
- void [Clear](#) ()
Clears this tab.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- EventHandler [HistoryRerunButtonClicked](#)
Occurs when the simulation rerun button is clicked.
- EventHandler [HistoryDeleteButtonClicked](#)
Occurs when delete simulation from history button is clicked.
- EventHandler [HistoryClearButtonClicked](#)
Occurs when clear history button is clicked.

6.10.1 Ausführliche Beschreibung

Class for the [HistoryControl](#) of the [InfoControl](#). It displays the history of all executed simulations with the possibility to rerun any simulation.

Siehe auch

`System.Windows.Forms.UserControl`

6.10.2 Beschreibung der Konstruktoren und Destruktoren

6.10.2.1 NSA.View.Controls.InfoControl.ControlContents.HistoryControl.HistoryControl ()

Initializes a new instance of the [HistoryControl](#) class.

6.10.3 Dokumentation der Elementfunktionen

6.10.3.1 void NSA.View.Controls.InfoControl.ControlContents.HistoryControl.AddHistoryData (string *SimID*, string *ExpectedResult*, string *Result*, string *Source*, string *Destination*)

Adds the history data.

Parameter

<i>SimID</i>	The sim identifier.
<i>ExpectedResult</i>	The expected result.
<i>Result</i>	The result.
<i>Source</i>	The source.
<i>Destination</i>	The destination.

6.10.3.2 void NSA.View.Controls.InfoControl.ControlContents.HistoryControl.Clear ()

Clears this tab.

6.10.3.3 void NSA.View.Controls.InfoControl.ControlContents.HistoryControl.DeleteHistoryData (DataRow *Row*)

Deletes the given history data row.

Parameter

<i>Row</i>	The row.
------------	----------

6.10.3.4 override void NSA.View.Controls.InfoControl.ControlContents.HistoryControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.10.4 Ereignisdokumentation

6.10.4.1 EventHandler NSA.View.Controls.InfoControl.ControlContents.HistoryControl.HistoryClearButtonClicked

Occurs when clear history button is clicked.

6.10.4.2 EventHandler NSA.View.Controls.InfoControl.ControlContents.HistoryControl.HistoryDeleteButtonClicked

Occurs when delete simulation from history button is clicked.

6.10.4.3 EventHandler NSA.View.Controls.InfoControl.ControlContents.HistoryControl.HistoryRerunButtonClicked

Occurs when the simulation rerun button is clicked.

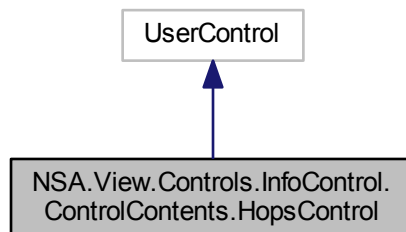
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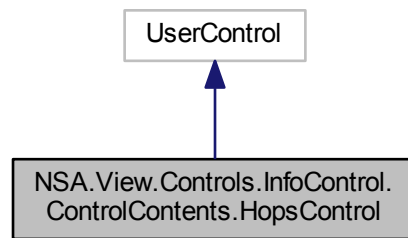
6.11 NSA.View.Controls.InfoControl.ControlContents.HopsControl Klassenreferenz

Class for the [HopsControl](#) of the [InfoControl](#). It displays a list of all packets of the last simulation and shows the corresponding hops.

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.HopsControl:



Zusammengehörigkeiten von NSA.View.Controls.InfoControl.ControlContents.HopsControl:



Öffentliche Methoden

- delegate void [PacketSelectedEventHandler](#) (object sender, string e)
EventHandler delegate for the PacketSelected event.
- [HopsControl](#) ()
Initializes a new instance of the [HopsControl](#) class.
- void [AddHop](#) (string StartNode, string StartResult, string EndNode, string EndResult)
Adds the hop.
- void [AddPacket](#) (string PacketName)
Adds the given packet to the packet drop down list.
- void [Clear](#) ()
Clears this tab.
- void [ClearHopsOnly](#) ()
Clears only the DataGridView containing the hops of a packet.

Öffentliche Attribute

- string [SelectedPacket](#) => cbPackets.SelectedItem as string
Gets the selected packet.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- [PacketSelectedEventHandler PacketSelected](#)
Occurs when [packet selected].
- Action< int > [HopSelected](#)
Is fired when a hop is selected

6.11.1 Ausführliche Beschreibung

Class for the [HopsControl](#) of the [InfoControl](#). It displays a list of all packets of the last simulation and shows the corresponding hops.

Siehe auch

`System.Windows.Forms.UserControl`

6.11.2 Beschreibung der Konstruktoren und Destruktoren

6.11.2.1 `NSA.View.Controls.InfoControl.ControlContents.HopsControl.HopsControl ()`

Initializes a new instance of the [HopsControl](#) class.

6.11.3 Dokumentation der Elementfunktionen

6.11.3.1 `void NSA.View.Controls.InfoControl.ControlContents.HopsControl.AddHop (string StartNode, string StartResult, string EndNode, string EndResult)`

Adds the hop.

Parameter

<i>StartNode</i>	The start node.
<i>StartResult</i>	The start result.
<i>EndNode</i>	The end node.
<i>EndResult</i>	The end result.

6.11.3.2 `void NSA.View.Controls.InfoControl.ControlContents.HopsControl.AddPacket (string PacketName)`

Adds the given packet to the packet drop down list.

Parameter

<i>PacketName</i>	Name of the packet.
-------------------	---------------------

6.11.3.3 `void NSA.View.Controls.InfoControl.ControlContents.HopsControl.Clear ()`

Clears this tab.

6.11.3.4 `void NSA.View.Controls.InfoControl.ControlContents.HopsControl.ClearHopsOnly ()`

Clears only the DataGridView containing the hops of a packet.

6.11.3.5 `override void NSA.View.Controls.InfoControl.ControlContents.HopsControl.Dispose (bool disposing)`
`[protected]`

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.11.3.6 `delegate void NSA.View.Controls.InfoControl.ControlContents.HopsControl.PacketSelectedEventHandler (object sender, string e)`

EventHandler delegate for the PacketSelected event.

Parameter

<i>sender</i>	The sender.
<i>e</i>	The event argument e. It contains the name of the selected packet.

6.11.4 Dokumentation der Datenelemente

6.11.4.1 `string NSA.View.Controls.InfoControl.ControlContents.HopsControl.SelectedPacket => cbPackets.SelectedItem as string`

Gets the selected packet.

The selected packet.

6.11.5 Ereignisdokumentation

6.11.5.1 `Action<int> NSA.View.Controls.InfoControl.ControlContents.HopsControl.HopSelected`

Is fired when a hop is selected

6.11.5.2 `PacketSelectedEventHandler NSA.View.Controls.InfoControl.ControlContents.HopsControl.PacketSelected`

Occurs when [packet selected].

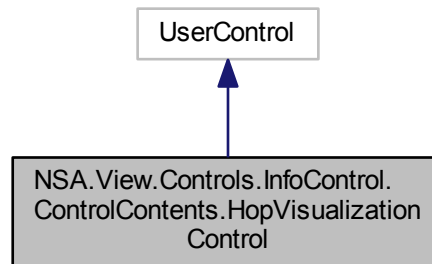
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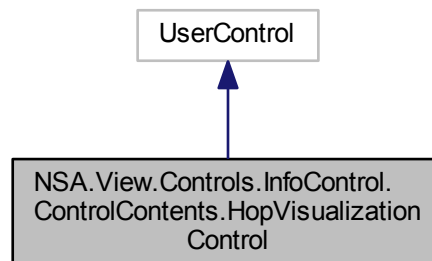
6.12 NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl Klassenreferenz

Class for the HopVisualization tab of the [InfoControl](#). It displays two hardware nodes' layerstacks

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl:



Zusammengehörigkeiten von NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl:



Öffentliche Methoden

- [HopVisualizationControl](#) ()
Initializes a new instance of the [HopVisualizationControl](#) class.
- void [LoadHopInfo](#) (string NodeSrcName, List< string > NodeSrcLayers, int ErrorSrcIndex, bool SendError↔ Src, string NodeDestName, List< string > NodeDestLayers, int ErrorDestIndex, bool ReceiveError)
Clears LayerstackVisualizationControls and forwards information to them
- void [ClearHopInfo](#) ()
Clears the controls contents

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.12.1 Ausführliche Beschreibung

Class for the HopVisualization tab of the [InfoControl](#). It displays two hardwarenodes' layerstacks

6.12.2 Beschreibung der Konstruktoren und Destruktoren

6.12.2.1 NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl.HopVisualizationControl ()

Initializes a new instance of the [HopVisualizationControl](#) class.

6.12.3 Dokumentation der Elementfunktionen

6.12.3.1 void NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl.ClearHopInfo ()

Clears the controls contents

6.12.3.2 override void NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl.Dispose (bool disposing) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.12.3.3 void NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl.LoadHopInfo (string NodeSrcName, List< string > NodeSrcLayers, int ErrorSrcIndex, bool SendErrorSrc, string NodeDestName, List< string > NodeDestLayers, int ErrorDestIndex, bool ReceiveError)

Clears LayerstackVisualizationControls and forwards information to them

Parameter

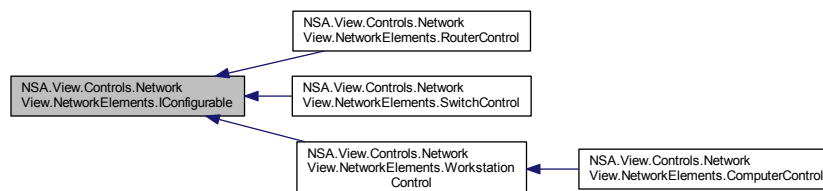
<i>NodeSrcName</i>	Name of the source hardwarenode
<i>NodeSrcLayers</i>	Layers of the source hardwarenode
<i>ErrorSrcIndex</i>	Index of the source error
<i>SendErrorSrc</i>	Flag indicating whether an error occurred at the source
<i>NodeDestName</i>	Name of the target hardwarenode
<i>NodeDestLayers</i>	Layers of the target hardwarenode
<i>ErrorDestIndex</i>	Flag indicating whether an error occurred at the target
<i>ReceiveError</i>	Index of the target error

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HopVisualizationControl.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/HopVisualizationControl.Designer.cs

6.13 NSA.View.Controls.NetworkView.NetworkElements.IConfigurable Schnittstellenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.IConfigurable:



Öffentliche Methoden

- Rectangle `GetPortBoundsByID` (int Port)
- int `GetPortIDByPoint` (Point p)
- void `RemoveInterface` (int EthernetIndex)
- void `AddInterface` (int EthernetIndex)

6.13.1 Dokumentation der Elementfunktionen

6.13.1.1 void NSA.View.Controls.NetworkView.NetworkElements.IConfigurable.AddInterface (int EthernetIndex)

Implementiert in `NSA.View.Controls.NetworkView.NetworkElements.RouterControl`, `NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl` und `NSA.View.Controls.NetworkView.NetworkElements.SwitchControl`.

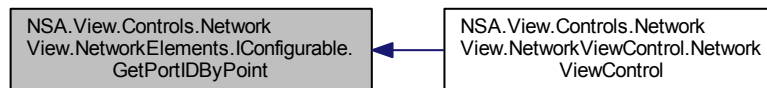
6.13.1.2 Rectangle NSA.View.Controls.NetworkView.NetworkElements.IConfigurable.GetPortBoundsByID (int Port)

Implementiert in `NSA.View.Controls.NetworkView.NetworkElements.SwitchControl`, `NSA.View.Controls.NetworkView.NetworkElements.RouterControl` und `NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl`.

6.13.1.3 `int NSA.View.Controls.NetworkView.NetworkElements.IConfigurable.GetPortIDByPoint (Point p)`

Implementiert in [NSA.View.Controls.NetworkView.NetworkElements.SwitchControl](#), [NSA.View.Controls.NetworkView.NetworkElements.RouterControl](#) und [NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl](#).

Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:

6.13.1.4 `void NSA.View.Controls.NetworkView.NetworkElements.IConfigurable.RemoveInterface (int EthernetIndex)`

Implementiert in [NSA.View.Controls.NetworkView.NetworkElements.RouterControl](#), [NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl](#) und [NSA.View.Controls.NetworkView.NetworkElements.SwitchControl](#).

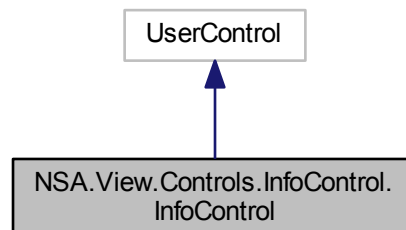
Die Dokumentation für diese Schnittstelle wurde erzeugt aufgrund der Datei:

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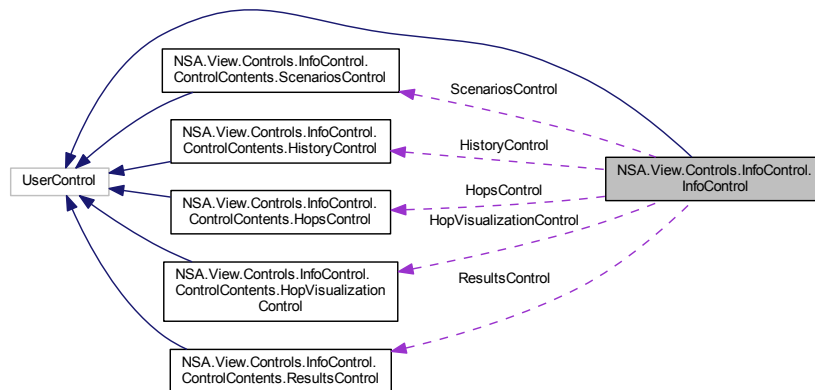
6.14 NSA.View.Controls.InfoControl.InfoControl Klassenreferenz

Class for the [InfoControl](#) of the main form. The [InfoControl](#) displays information about executed simulations, hops and testscenarios.

Klassendiagramm für NSA.View.Controls.InfoControl.InfoControl:



Zusammengehörigkeiten von NSA.View.Controls.InfoControl.InfoControl:



Öffentliche Methoden

- `InfoControl ()`
Initializes a new instance of the `InfoControl` class.
- `void ChangeToResultsTab ()`
Changes over to the results tab page.

Öffentliche Attribute

- `HistoryControl HistoryControl => historyControl`
Property for the History control
- `HopsControl HopsControl => hopsControl`
Property for the HopsControl control
- `ScenariosControl ScenariosControl => scenariosControl`
Property for the Scenarios control
- `ResultsControl ResultsControl => resultsControl`
Property for the Results control
- `HopVisualizationControl HopVisualizationControl => hopVisualizationControl`
Property for the HopVisualization control

Geschützte Methoden

- `override void Dispose (bool disposing)`
Verwendete Ressourcen bereinigen.

Propertys

- `TabControl TcPages [get, set]`
Property for the tab control

Ereignisse

- EventHandler [HopsTabPage_Selected](#)
Occurs when hopsTabPage is selected.
- EventHandler [HopsTabPage_Deselected](#)
Occurs when hopsTabPage is deselected.

6.14.1 Ausführliche Beschreibung

Class for the [InfoControl](#) of the main form. The [InfoControl](#) displays information about executed simulations, hops and testscenarios.

Siehe auch

System.Windows.Forms.UserControl

6.14.2 Beschreibung der Konstruktoren und Destruktoren

6.14.2.1 NSA.View.Controls.InfoControl.InfoControl.InfoControl ()

Initializes a new instance of the [InfoControl](#) class.

6.14.3 Dokumentation der Elementfunktionen

6.14.3.1 void NSA.View.Controls.InfoControl.InfoControl.ChangeToResultsTab ()

Changes over to the results tab page.

6.14.3.2 override void NSA.View.Controls.InfoControl.InfoControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.14.4 Dokumentation der Datenelemente

6.14.4.1 HistoryControl NSA.View.Controls.InfoControl.InfoControl.HistoryControl => historyControl

Property for the History control

6.14.4.2 HopsControl NSA.View.Controls.InfoControl.InfoControl.HopsControl => hopsControl

Property for the HopsControl control

6.14.4.3 HopVisualizationControl `NSA.View.Controls.InfoControl.InfoControl.HopVisualizationControl => hopVisualizationControl`

Property for the HopVisualization control

6.14.4.4 ResultsControl `NSA.View.Controls.InfoControl.InfoControl.ResultsControl => resultsControl`

Property for the Results control

6.14.4.5 ScenariosControl `NSA.View.Controls.InfoControl.InfoControl.ScenariosControl => scenariosControl`

Property for the Scenarios control

6.14.5 Dokumentation der Propertys

6.14.5.1 TabControl `NSA.View.Controls.InfoControl.InfoControl.TcPages` `[get], [set]`

Property for the tab control

6.14.6 Ereignisdokumentation

6.14.6.1 EventHandler `NSA.View.Controls.InfoControl.InfoControl.HopsTabPage_Deselected`

Occurs when hopsTabPage is deselected.

6.14.6.2 EventHandler `NSA.View.Controls.InfoControl.InfoControl.HopsTabPage_Selected`

Occurs when hopsTabPage is selected.

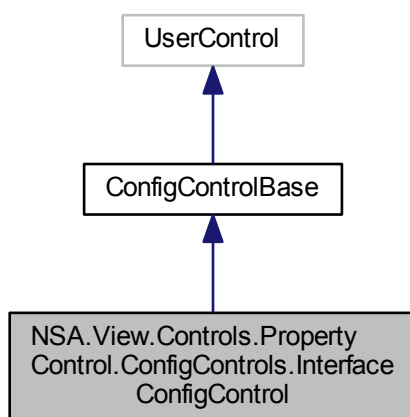
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- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/[InfoControl.Designer.cs](#)

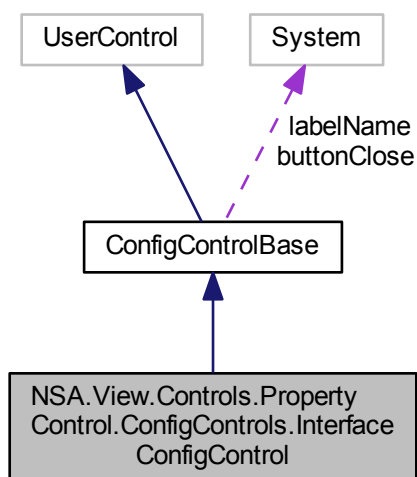
6.15 NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl Klassenreferenz

Control for configuring a network interface

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl:



Öffentliche Methoden

- [InterfaceConfigControl](#) (IPAddress Ip, IPAddress Subnetmask, string name)
Constructor

Öffentliche Attribute

- string [InterfaceName](#)
Name of the interface

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action< string, IPAddress, IPAddress > [InterfaceChanged](#)
Is fired when interface data has changed and is valid

Weitere Geerbte Elemente

6.15.1 Ausführliche Beschreibung

Control for configuring a network interface

6.15.2 Beschreibung der Konstruktoren und Destruktoren

6.15.2.1 `NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl.InterfaceConfigControl (IPAddress Ip, IPAddress Subnetmask, string name)`

Constructor

Parameter

<i>Ip</i>	The IP of the interface
<i>Subnetmask</i>	The subnetmask of the interface
<i>name</i>	The name of the interface (ethX)

6.15.3 Dokumentation der Elementfunktionen

6.15.3.1 `override void NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl.Dispose (bool disposing)`
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.15.4 Dokumentation der Datenelemente

6.15.4.1 string NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl.InterfaceName

Name of the interface

6.15.5 Ereignisdokumentation

6.15.5.1 Action<string, IPAddress, IPAddress> NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl.InterfaceChanged

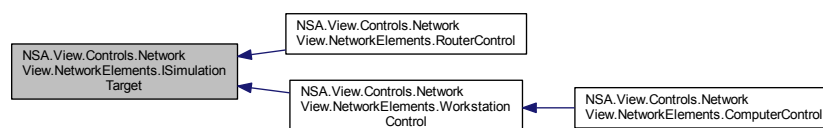
Is fired when interface data has changed and is valid

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/PropertyControl/ConfigControls/[InterfaceConfigControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/PropertyControl/ConfigControls/[InterfaceConfigControl.Designer.cs](#)

6.16 NSA.View.Controls.NetworkView.NetworkElements.ISimulationTarget Schnittstellenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.ISimulationTarget:

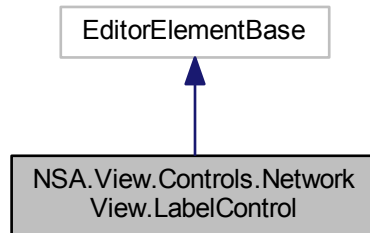


Die Dokumentation für diese Schnittstelle wurde erzeugt aufgrund der Datei:

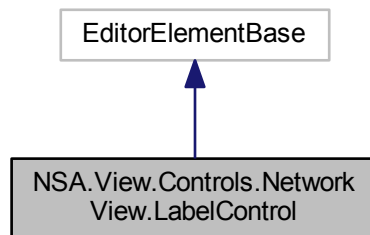
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/NetworkView/NetworkElements/[ISimulationTarget.cs](#)

6.17 NSA.View.Controls.NetworkView.LabelControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.LabelControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.LabelControl:



Öffentliche Methoden

- [LabelControl](#) ()
- [LabelControl](#) ([EditorElementBase](#) element)

Statische öffentliche Attribute

- static new int [ZIndexStart](#) = 1000

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs e)
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action< string, string > [NameChanged](#)

6.17.1 Beschreibung der Konstruktoren und Destruktoren

6.17.1.1 NSA.View.Controls.NetworkView.LabelControl.LabelControl ()

6.17.1.2 NSA.View.Controls.NetworkView.LabelControl.LabelControl (**EditorElementBase** *element*)

6.17.2 Dokumentation der Elementfunktionen

6.17.2.1 override void NSA.View.Controls.NetworkView.LabelControl.Dispose (**bool** *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.17.2.2 override void NSA.View.Controls.NetworkView.LabelControl.OnPaint (**PaintEventArgs** *e*) [protected]

6.17.3 Dokumentation der Datenelemente

6.17.3.1 new int NSA.View.Controls.NetworkView.LabelControl.ZIndexStart = 1000 [static]

6.17.4 Ereignisdokumentation

6.17.4.1 Action<string, string> NSA.View.Controls.NetworkView.LabelControl.NameChanged

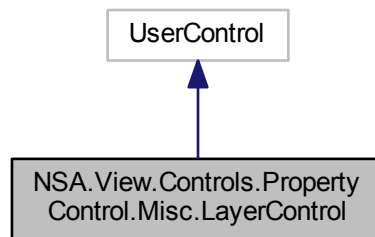
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- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ NetworkView/[LabelControl.Designer.cs](#)

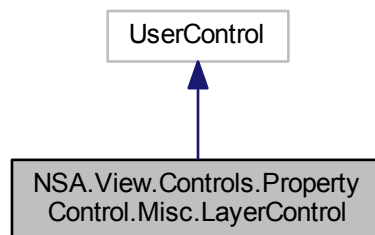
6.18 NSA.View.Controls.PropertyControl.Misc.LayerControl Klassenreferenz

Control representing a layer in the [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#).

Klassendiagramm für NSA.View.Controls.PropertyControl.Misc.LayerControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.Misc.LayerControl:



Öffentliche Methoden

- `LayerControl` (string `LayerName`, bool `CustomLayer=false`)
Constructor.

Öffentliche Attribute

- bool `IsCustomLayer` = false
Flag indicating whether the represented layer is a custom layer.
- string `FormerName` = ""
The former name of the control, when renamed.

Geschützte Methoden

- override void `OnPaint` (PaintEventArgs e)
Overrides the OnPaint method for selection display purposes.
- override void `Dispose` (bool disposing)
Clean up any resources being used.

Propertys

- string [LayerName](#) [get, set]
The name of the layer.
- bool [IsSelected](#) [get, set]
Flag indicating whether the control is currently selected.

Ereignisse

- Action< [LayerControl](#) > [Selected](#)
Is fired when the layer control is selected.
- Action< string > [NameChanged](#)
Is fired when the name of the layer has changed.

6.18.1 Ausführliche Beschreibung

Control representing a layer in the [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#).

6.18.2 Beschreibung der Konstruktoren und Destruktoren

6.18.2.1 [NSA.View.Controls.PropertyControl.Misc.LayerControl.LayerControl](#) (string *LayerName*, bool *CustomLayer* = false)

Constructor.

Parameter

<i>LayerName</i>	Name of the layer.
<i>CustomLayer</i>	Flag indicating whether the represented layer is a custom layer.

6.18.3 Dokumentation der Elementfunktionen

6.18.3.1 override void [NSA.View.Controls.PropertyControl.Misc.LayerControl.Dispose](#) (bool *disposing*) [protected]

Clean up any resources being used.

Parameter

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

6.18.3.2 override void [NSA.View.Controls.PropertyControl.Misc.LayerControl.OnPaint](#) ([PaintEventArgs](#) *e*) [protected]

Overrides the OnPain method for selection display purposes.

Parameter

<code>e</code>	The paint event
----------------	-----------------

6.18.4 Dokumentation der Datenelemente

6.18.4.1 `string NSA.View.Controls.PropertyControl.Misc.LayerControl.FormerName = ""`

The former name of the control, when renamed.

6.18.4.2 `bool NSA.View.Controls.PropertyControl.Misc.LayerControl.IsCustomLayer = false`

Flag indicating whether the represented layer is a custom layer.

6.18.5 Dokumentation der Propertys

6.18.5.1 `bool NSA.View.Controls.PropertyControl.Misc.LayerControl.IsSelected` `[get]`, `[set]`

Flag indicating whether the control is currently selected.

6.18.5.2 `string NSA.View.Controls.PropertyControl.Misc.LayerControl.LayerName` `[get]`, `[set]`

The name of the layer.

6.18.6 Ereignisdokumentation

6.18.6.1 `Action<string> NSA.View.Controls.PropertyControl.Misc.LayerControl.NameChanged`

Is fired when the name of the layer has changed.

6.18.6.2 `Action<LayerControl> NSA.View.Controls.PropertyControl.Misc.LayerControl.Selected`

Is fired when the layer control is selected.

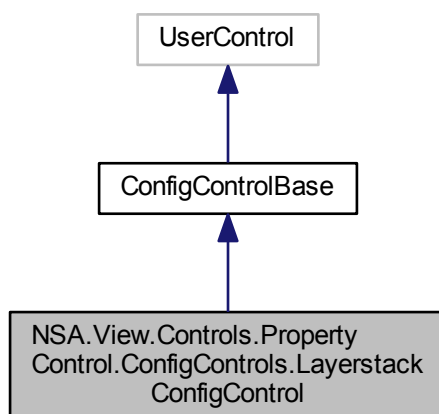
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PropertyControl/Misc/[LayerControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
PropertyControl/Misc/[LayerControl.Designer.cs](#)

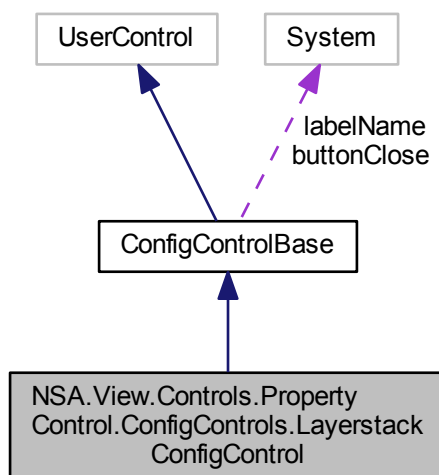
6.19 NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl Klassenreferenz

Control for editing the layer stack of the current hardware node.

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl:



Öffentliche Methoden

- [LayerstackConfigControl](#) ()
Constructor.
- void [AddLayer](#) (string LayerName, bool IsCustom)
Adds a layer.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action [LayerAdded](#)
Is fired when a layer is added.
- Action< [LayerControl](#) > [LayerRemoved](#)
Is fired when a layer is removed.
- Action< string, string > [LayerNameChanged](#)
Is fired when the name of a layer has changed.
- Action< string, int > [LayerIndexChanged](#)
Is fired when the index of a layer has changed.

Weitere Geerbte Elemente

6.19.1 Ausführliche Beschreibung

Control for editing the layer stack of the current hardware node.

6.19.2 Beschreibung der Konstruktoren und Destruktoren

6.19.2.1 NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.LayerstackConfigControl ()

Constructor.

6.19.3 Dokumentation der Elementfunktionen

6.19.3.1 void NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.AddLayer (string LayerName, bool IsCustom)

Adds a layer.

Parameter

<i>LayerName</i>	Name of the layer
<i>IsCustom</i>	Flag indicating whether the layer is a custom layer

6.19.3.2 `override void NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.Dispose (bool disposing)`
`[protected]`

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.19.4 Ereignisdokumentation

6.19.4.1 Action `NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.LayerAdded`

Is fired when a layer is added.

6.19.4.2 Action<string, int> `NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.LayerIndexChanged`

Is fired when the index of a layer has changed.

6.19.4.3 Action<string, string> `NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.LayerName↔
Changed`

Is fired when the name of a layer has changed.

6.19.4.4 Action<LayerControl> `NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl.Layer↔
Removed`

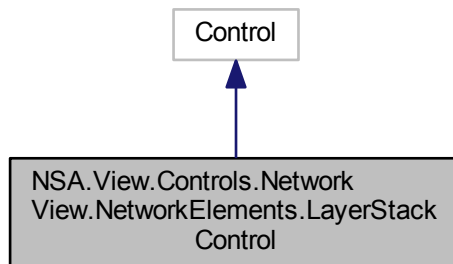
Is fired when a layer is removed.

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

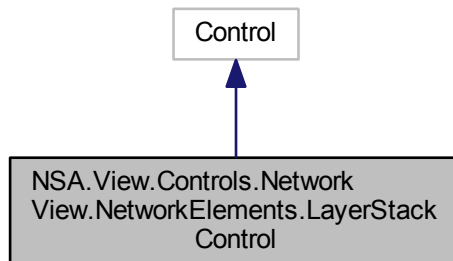
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PropertyControl/ConfigControls/LayerstackConfigControl.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
PropertyControl/ConfigControls/LayerstackConfigControl.Designer.cs

6.20 NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl:



Öffentliche Methoden

- [LayerStackControl](#) ()

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs pe)
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.20.1 Beschreibung der Konstruktoren und Destruktoren

6.20.1.1 NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl.LayerStackControl ()

6.20.2 Dokumentation der Elementfunktionen

6.20.2.1 override void NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl.Dispose (bool *disposing*)
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.20.2.2 override void NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl.OnPaint (PaintEventArgs *pe*)
[protected]

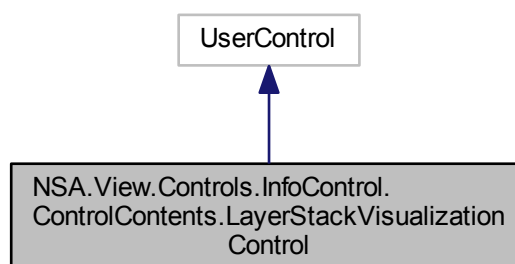
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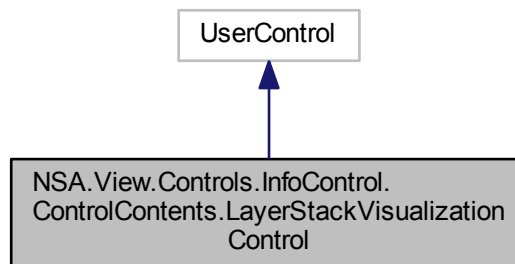
6.21 NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl Klassenreferenz

Visualizes the layerstack of a hardwarenode involved in a hop

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl:



Zusammengehörigkeiten von NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl:



Öffentliche Methoden

- [LayerStackVisualizationControl](#) ()
Constructor
- void [LoadHopData](#) (string NodeName, List< string > Layers, int ErrorIndex=-1, bool ReceiveError=false)
Loads the hop data
- void [Reset](#) ()
Resets the control to its default state

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

6.21.1 Ausführliche Beschreibung

Visualizes the layerstack of a hardwarenode involved in a hop

6.21.2 Beschreibung der Konstruktoren und Destruktoren

6.21.2.1 NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl.LayerStackVisualizationControl ()

Constructor

6.21.3 Dokumentation der Elementfunktionen

6.21.3.1 override void NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl.Dispose (bool disposing) [protected]

Clean up any resources being used.

Parameter

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

6.21.3.2 void NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl.LoadHopData (string *NodeName*, List< string > *Layers*, int *ErrorIndex* = -1, bool *ReceiveError* = false)

Loads the hop data

Parameter

<i>NodeName</i>	Name of the node
<i>Layers</i>	Layers of the node
<i>ErrorIndex</i>	Index of the layer where an error occurred
<i>ReceiveError</i>	Flag indicating whether a receive error occurred

6.21.3.3 void NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl.Reset ()

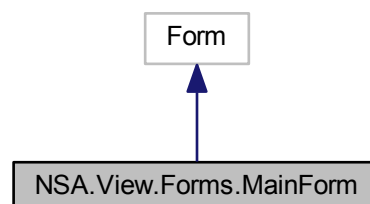
Resets the control to its default state

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

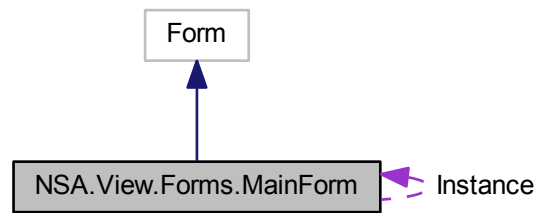
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/[LayerStackVisualizationControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/[LayerStackVisualizationControl.Designer.cs](#)

6.22 NSA.View.Forms.MainForm Klassenreferenz

Klassendiagramm für NSA.View.Forms.MainForm:



Zusammengehörigkeiten von NSA.View.Forms.MainForm:



Öffentliche Methoden

- UserControl [GetComponent](#) (string name)
Looks for a user control by name

Statische öffentliche Attribute

- static [MainForm Instance](#) = new [MainForm](#)()
Property for getting the current instance

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Property

- override CreateParams [CreateParams](#) [get]
Turn on WS_EX_COMPOSITED

6.22.1 Dokumentation der Elementfunktionen

6.22.1.1 override void NSA.View.Forms.MainForm.Dispose (bool disposing) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.22.1.2 UserControl NSA.View.Forms.MainForm.GetComponent (string name)

Looks for a user control by name

Parameter

<i>name</i>	Name of the control
-------------	---------------------

Rückgabe

The control, if a match was found, null otherwise.

6.22.2 Dokumentation der Datenelemente

6.22.2.1 MainForm NSA.View.Forms.MainForm.Instance = new MainForm() [static]

Property for getting the current instance

6.22.3 Dokumentation der Property's

6.22.3.1 override CreateParams NSA.View.Forms.MainForm.CreateParams [get],[protected]

Turn on WS_EX_COMPOSITED

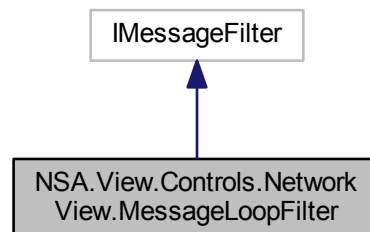
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/[MainForm.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Forms/[MainForm.Designer.cs](#)

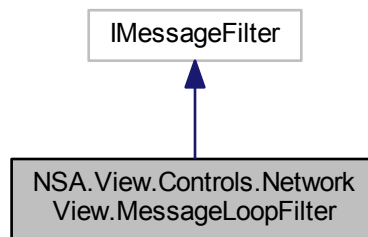
6.23 NSA.View.Controls.NetworkView.MessageLoopFilter Klassenreferenz

Implements the logic to catch messages before they get dispatched to the [NetworkViewControl](#) and its childs.

Klassendiagramm für NSA.View.Controls.NetworkView.MessageLoopFilter:



Zusammengehörigkeiten von `NSA.View.Controls.NetworkView.MessageLoopFilter`:



Öffentliche Methoden

- bool [PreFilterMessage](#) (ref Message m)
Filters out a message before it is dispatched. Checks the different States and filters depending on the current state
- void [ChangeStateNewConnection](#) ()
Sets the current State to Connection so the user can make inputs to create a new connection
- void [ChangeStateQuickSimulation](#) ()
Sets the current State to Connection so the user can make inputs to create a new simulation

Öffentliche Attribute

- Action< Control, Point, Control, Point > [NewConnection](#)
The Action gets invoked when the user has made all input to create a new connection
- Action< Control, Point, Control, Point > [NewSimulation](#)
The Action gets invoked when the user has made all input to create a new simulation
- Action [Canceled](#)
The Action gets invoked when the user has pressed ESC to cancel the current input
- Action [onDeletePressed](#)
The Action gets invoked when the user pressed delete to delete an object in the [NetworkViewControl](#)

6.23.1 Ausführliche Beschreibung

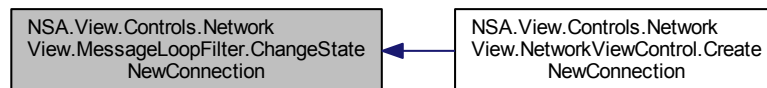
Implements the logic to catch messages before they get dispatched to the [NetworkViewControl](#) and its childs.

6.23.2 Dokumentation der Elementfunktionen

6.23.2.1 void NSA.View.Controls.NetworkView.MessageLoopFilter.ChangeStateNewConnection ()

Sets the current State to Connection so the user can make inputs to create a new connection

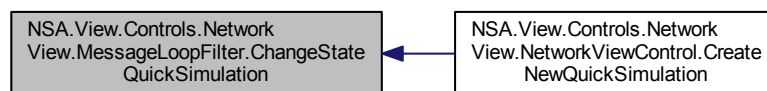
Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:



6.23.2.2 void NSA.View.Controls.NetworkView.MessageLoopFilter.ChangeStateQuickSimulation ()

Sets the current State to Connection so the user can make inputs to create a new simulation

Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:



6.23.2.3 bool NSA.View.Controls.NetworkView.MessageLoopFilter.PreFilterMessage (ref Message m)

Filters out a message before it is dispatched. Checks the different States and filters depending on the current state

Parameter

<i>m</i>	The message to be dispatched. You cannot modify this message.
----------	---

Rückgabe

true to filter the message and stop it from being dispatched; false to allow the message to continue to the next filter or control.

6.23.3 Dokumentation der Datenelemente

6.23.3.1 Action `NSA.View.Controls.NetworkView.MessageLoopFilter.Canceled`

The Action gets invoked when the user has pressed ESC to cancel the current input

6.23.3.2 Action<Control, Point, Control, Point> `NSA.View.Controls.NetworkView.MessageLoopFilter.NewConnection`

The Action gets invoked when the user has made all input to create a new connection

6.23.3.3 Action<Control, Point, Control, Point> `NSA.View.Controls.NetworkView.MessageLoopFilter.NewSimulation`

The Action gets invoked when the user has made all input to create a new simulation

6.23.3.4 Action `NSA.View.Controls.NetworkView.MessageLoopFilter.OnDeletePressed`

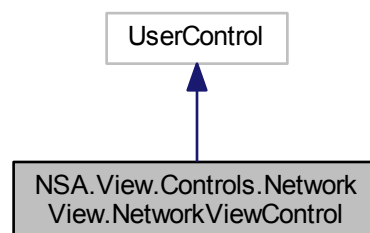
The Action gets invoked when the user pressed delete to delete an object in the [NetworkViewControl](#)

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

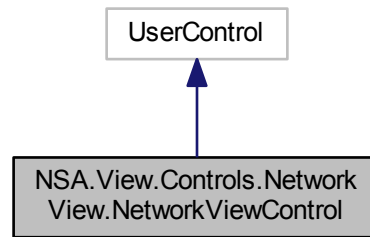
- `C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/MessageLoopFilter.cs`

6.24 `NSA.View.Controls.NetworkView.NetworkViewControl` Klassenreferenz

Klassendiagramm für `NSA.View.Controls.NetworkView.NetworkViewControl`:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkViewControl:



Öffentliche Methoden

- [NetworkViewControl](#) ()
- void [AddElement](#) ([VisualConnection](#) [VisualConnection](#))
- void [AddElement](#) ([EditorElementBase](#) element)
- void [RemoveConnection](#) ([VisualConnection](#) c)
- void [RemoveElement](#) ([EditorElementBase](#) element)
- void [CreateNewConnection](#) ()
- void [CreateNewQuickSimulation](#) ()
- void [AddInterfaceToNode](#) (string nodeName, string ifaceName)
- void [RemoveInterfaceFromNode](#) (string nodeName, string Eth1)
- Bitmap [CreateScreenshot](#) ()

Öffentliche Attribute

- List< [VisualConnection](#) > [connections](#) = new List<[VisualConnection](#)>()

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs e)
Raises the E:System.Windows.Forms.Control.Paint-event.
- override void [OnSizeChanged](#) (EventArgs e)
- override void [OnClick](#) (EventArgs e)
- override void [OnMouseUp](#) (MouseEventArgs e)
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Paketfunktionen

- bool [NameExists](#) (string name)

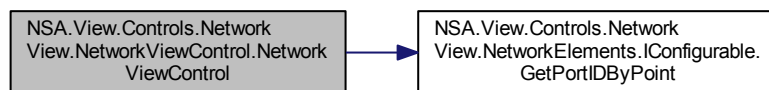
Ereignisse

- Action< [EditorElementBase](#) > [SelectionChanged](#)
Occurs when [selection changed].
- Action< [VisualConnection](#) > [RemoveConnectionPressed](#)
- Action< [EditorElementBase](#) > [RemoveElementPressed](#)
- Action< Control, int, Control, int > [NewConnectionCreated](#)
- Action< string, string > [QuickSimulation](#)
- Action< string, string > [NodeRenamed](#)

6.24.1 Beschreibung der Konstruktoren und Destruktoren

6.24.1.1 NSA.View.Controls.NetworkView.NetworkViewControl.NetworkViewControl ()

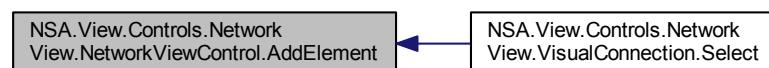
Hier ist ein Graph, der zeigt, was diese Funktion aufruft:



6.24.2 Dokumentation der Elementfunktionen

6.24.2.1 void NSA.View.Controls.NetworkView.NetworkViewControl.AddElement (VisualConnection VisualConnection)

Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:

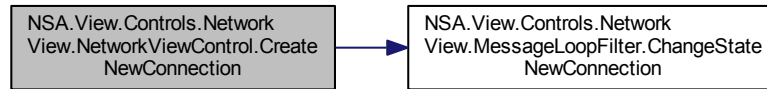


6.24.2.2 void NSA.View.Controls.NetworkView.NetworkViewControl.AddElement (EditorElementBase element)

6.24.2.3 void NSA.View.Controls.NetworkView.NetworkViewControl.AddInterfaceToNode (string NodeName, string ifaceName)

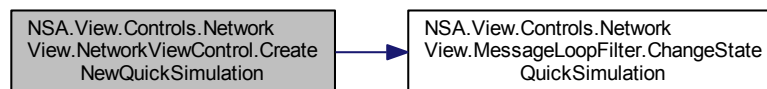
6.24.2.4 void NSA.View.Controls.NetworkView.NetworkViewControl.CreateNewConnection ()

Hier ist ein Graph, der zeigt, was diese Funktion aufruft:



6.24.2.5 void NSA.View.Controls.NetworkView.NetworkViewControl.CreateNewQuickSimulation ()

Hier ist ein Graph, der zeigt, was diese Funktion aufruft:



6.24.2.6 Bitmap NSA.View.Controls.NetworkView.NetworkViewControl.CreateScreenshot ()

6.24.2.7 override void NSA.View.Controls.NetworkView.NetworkViewControl.Dispose (bool disposing) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.24.2.8 bool NSA.View.Controls.NetworkView.NetworkViewControl.NameExists (string name) [package]

6.24.2.9 override void NSA.View.Controls.NetworkView.NetworkViewControl.OnClick (EventArgs e) [protected]

6.24.2.10 override void NSA.View.Controls.NetworkView.NetworkViewControl.OnMouseUp (MouseEventArgs e) [protected]

6.24.2.11 override void NSA.View.Controls.NetworkView.NetworkViewControl.OnPaint (PaintEventArgs e) [protected]

Raises the `E:System.Windows.Forms.Control.Paint`-event.

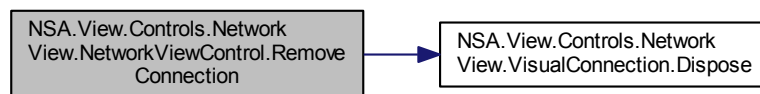
Parameter

<i>e</i>	A <code>T:System.Windows.Forms.PaintEventArgs</code> that contains the event data.
----------	--

6.24.2.12 `override void NSA.View.Controls.NetworkView.NetworkViewControl.OnSizeChanged (EventArgs e)`
`[protected]`

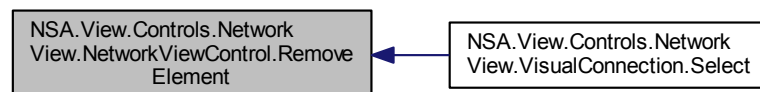
6.24.2.13 `void NSA.View.Controls.NetworkView.NetworkViewControl.RemoveConnection (VisualConnection c)`

Hier ist ein Graph, der zeigt, was diese Funktion aufruft:



6.24.2.14 `void NSA.View.Controls.NetworkView.NetworkViewControl.RemoveElement (EditorElementBase element)`

Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:



6.24.2.15 `void NSA.View.Controls.NetworkView.NetworkViewControl.RemoveInterfaceFromNode (string nodeName, string Eth1)`

6.24.3 Dokumentation der Datenelemente

6.24.3.1 `List<VisualConnection> NSA.View.Controls.NetworkView.NetworkViewControl.connections = new List<VisualConnection>()`

6.24.4 Ereignisdokumentation

6.24.4.1 `Action<Control, int, Control, int> NSA.View.Controls.NetworkView.NetworkViewControl.NewConnectionCreated`

6.24.4.2 Action<string, string> NSA.View.Controls.NetworkView.NetworkViewControl.NodeRenamed

6.24.4.3 Action<string, string> NSA.View.Controls.NetworkView.NetworkViewControl.QuickSimulation

6.24.4.4 Action<VisualConnection> NSA.View.Controls.NetworkView.NetworkViewControl.RemoveConnectionPressed

6.24.4.5 Action<EditorElementBase> NSA.View.Controls.NetworkView.NetworkViewControl.RemoveElementPressed

6.24.4.6 Action<EditorElementBase> NSA.View.Controls.NetworkView.NetworkViewControl.SelectionChanged

Occurs when [selection changed].

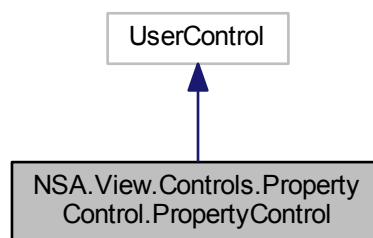
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↵
NetworkView/[NetworkViewControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↵
NetworkView/[NetworkViewControl.Designer.cs](#)

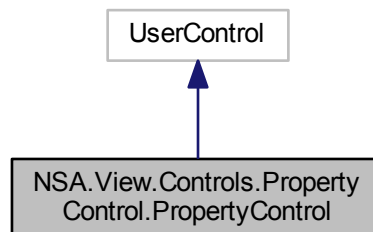
6.25 NSA.View.Controls.PropertyControl.PropertyControl Klassenreferenz

Control containing and managing [ConfigControls](#)

Klassendiagramm für NSA.View.Controls.PropertyControl.PropertyControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.PropertyControl:



Öffentliche Methoden

- [PropertyControl](#) ()
Constructor.
- void [AddSwitchConfigControl](#) (int NumberOfPorts)
Adds a switch config control.
- void [AddInterfaceConfigControl](#) (string InterfaceName, IPAddress IpAddress, IPAddress SubnetMask)
Creates an InterfaceConfigControl and adds it to the list of interfaces to be displayed.
- void [AddGatewayConfigControl](#) (IPAddress DefaultGatewayAddress, string AssignedInterfaceName, bool IsRouter, bool HasInternetAccess=true)
Creates a GateWayConfigControl and adds it to the list of controls to be displayed.
- void [AddRouteConfigControl](#) (string RouteName, IPAddress Destination, IPAddress Route, IPAddress Subnetmask, string Parameters)
Creates a RouteConfigControl and adds it to the list of routes to be displayed.
- void [AddLayerStackConfigControl](#) ()
Creates a LayerStackConfigControl and adds it to the list of controls to be displayed.
- void [AddLayerToLayerConfigControl](#) (string LayerName, bool IsCustom)
Adds a new layer to a LayerStackConfigControl.
- void [DisplayElements](#) ()
Puts the config controls in the flowlayoutpanel, where they are displayed for the user. Is called after all elements have been created and added.
- void [ClearControls](#) ()
Clears the controls in the property control.

Öffentliche Attribute

- bool [RetainScrollPosition](#) = false
Flag indicating whether the scroll position should be retained

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action [InterfaceAdded](#)
Is fired when an interface is added.
- Action< string > [InterfaceRemoved](#)
Is fired when an interface is removed.
- Action< string, IPAddress, IPAddress > [InterfaceChanged](#)
Is fired when an interface has changed.
- Action< IPAddress, string, bool > [GatewayChanged](#)
Is fired when a gateway has changed.
- Action [AddRoute](#)
Is fired when a route is added.
- Action< string > [RemoveRoute](#)
Is fired when a route is removed.
- Action< string, IPAddress, IPAddress, IPAddress, string > [RouteChanged](#)

Is fired when a route has changed.

- Action [AddLayer](#)

Is fired when a route is added.

- Action< string > [RemoveLayer](#)

Is fired when a route is removed.

- Action< string, int > [LayerIndexChanged](#)

Is fired when a layer index has changed.

- Action< string, string > [LayerNameChanged](#)

Is fired when a layer has changed.

- Action< int > [SwitchPortNumberChanged](#)

Is fired when the number of ports on a switch has changed.

6.25.1 Ausführliche Beschreibung

Control containing and managing [ConfigControls](#)

6.25.2 Beschreibung der Konstruktoren und Destruktoren

6.25.2.1 NSA.View.Controls.PropertyControl.PropertyControl.PropertyControl ()

Constructor.

6.25.3 Dokumentation der Elementfunktionen

6.25.3.1 void NSA.View.Controls.PropertyControl.PropertyControl.AddGatewayConfigControl (IPAddress DefaultGatewayAddress, string AssignedInterfaceName, bool IsRouter, bool HasInternetAccess = true)

Creates a GateWayConfigControl and adds it to the list of controls to be displayed.

Parameter

<i>DefaultGatewayAddress</i>	The IP adress of the default gateway
<i>AssignedInterfaceName</i>	The name of the ethernet interface to be used for the default gateway
<i>IsRouter</i>	Flag indicating whether the selected hardwarenode is a router
<i>HasInternetAccess</i>	Flag indicating whether the selected hardwarenode has internet access

6.25.3.2 void NSA.View.Controls.PropertyControl.PropertyControl.AddInterfaceConfigControl (string InterfaceName, IPAddress IpAddress, IPAddress SubnetMask)

Creates an InterfaceConfigControl and adds it to the list of interfaces to be displayed.

Parameter

<i>InterfaceName</i>	The name of the interface
<i>IpAddress</i>	The current IP address of the interface
<i>SubnetMask</i>	The current subnet mask of the interface

6.25.3.3 void NSA.View.Controls.PropertyControl.PropertyControl.AddLayerStackConfigControl ()

Creates a LayerStackConfigControl and adds it to the list of controls to be displayed.

6.25.3.4 void NSA.View.Controls.PropertyControl.PropertyControl.AddLayerToLayerConfigControl (string *LayerName*, bool *IsCustom*)

Adds a new layer to a LayerStackConfigControl.

6.25.3.5 void NSA.View.Controls.PropertyControl.PropertyControl.AddRouteConfigControl (string *RouteName*, IPAddress *Destination*, IPAddress *Route*, IPAddress *Subnetmask*, string *Parameters*)

Creates a RouteConfigControl and adds it to the list of routes to be displayed.

Parameter

<i>RouteName</i>	
<i>Destination</i>	IP address of the route destination
<i>Route</i>	IP address of the route
<i>Subnetmask</i>	Assigned subnetmasks
<i>Parameters</i>	Parameters for the route

6.25.3.6 void NSA.View.Controls.PropertyControl.PropertyControl.AddSwitchConfigControl (int *NumberOfPorts*)

Adds a switch config control.

Parameter

<i>NumberOfPorts</i>	The number of ports on the switch
----------------------	-----------------------------------

6.25.3.7 void NSA.View.Controls.PropertyControl.PropertyControl.ClearControls ()

Clears the controls in the property control.

6.25.3.8 void NSA.View.Controls.PropertyControl.PropertyControl.DisplayElements ()

Puts the config controls in the flowlayoutpanel, where they are displayed for the user. Is called after all elements have been created and added.

6.25.3.9 override void NSA.View.Controls.PropertyControl.PropertyControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.25.4 Dokumentation der Datenelemente

6.25.4.1 `bool NSA.View.Controls.PropertyControl.PropertyControl.RetainScrollPosition = false`

Flag indicating whether the scroll position should be retained

6.25.5 Ereignisdokumentation

6.25.5.1 Action `NSA.View.Controls.PropertyControl.PropertyControl.AddLayer`

Is fired when a route is added.

6.25.5.2 Action `NSA.View.Controls.PropertyControl.PropertyControl.AddRoute`

Is fired when a route is added.

6.25.5.3 Action<IPAddress, string, bool> `NSA.View.Controls.PropertyControl.PropertyControl.GatewayChanged`

Is fired when a gateway has changed.

6.25.5.4 Action `NSA.View.Controls.PropertyControl.PropertyControl.InterfaceAdded`

Is fired when an interface is added.

6.25.5.5 Action<string, IPAddress, IPAddress> `NSA.View.Controls.PropertyControl.PropertyControl.InterfaceChanged`

Is fired when an interface has changed.

6.25.5.6 Action<string> `NSA.View.Controls.PropertyControl.PropertyControl.InterfaceRemoved`

Is fired when an interface is removed.

6.25.5.7 Action<string, int> `NSA.View.Controls.PropertyControl.PropertyControl.LayerIndexChanged`

Is fired when a layer index has changed.

6.25.5.8 Action<string, string> NSA.View.Controls.PropertyControl.PropertyControl.LayerNameChanged

Is fired when a layer has changed.

6.25.5.9 Action<string> NSA.View.Controls.PropertyControl.PropertyControl.RemoveLayer

Is fired when a route is removed.

6.25.5.10 Action<string> NSA.View.Controls.PropertyControl.PropertyControl.RemoveRoute

Is fired when a route is removed.

6.25.5.11 Action<string, IPAddress, IPAddress, IPAddress, string> NSA.View.Controls.PropertyControl.PropertyControl.↔ RouteChanged

Is fired when a route has changed.

6.25.5.12 Action<int> NSA.View.Controls.PropertyControl.PropertyControl.SwitchPortNumberChanged

Is fired when the number of ports on a switch has changed.

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
PropertyControl/[PropertyControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
PropertyControl/[PropertyControl.Designer.cs](#)

6.26 NSA.View.Properties.Resources Klassenreferenz

A strongly-typed resource class, for looking up localized strings, etc.

Paketfunktionen

- [Resources](#) ()

Propertys

- static global::System.Resources.ResourceManager [ResourceManager](#) [get]
Returns the cached ResourceManager instance used by this class.
- static global::System.Globalization.CultureInfo [Culture](#) [get, set]
Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
- static System.Drawing.Bitmap [Broadcasting_90](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [CreateNew](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Erweiterte_Simulation](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [erweiterteSimulationTeil1](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static string [HopsControl_AddColumns_Ergebnis_am_Startknoten](#) [get]
Looks up a localized string similar to Ergebnis am Startknoten.
- static string [HopsControl_AddColumns_Startknoten](#) [get]
Looks up a localized string similar to Startknoten.
- static string [HopsControl_AddColumns_Zielknoten](#) [get]
Looks up a localized string similar to Zielknoten.
- static System.Drawing.Bitmap [Load](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Icon [Logo](#) [get]
Looks up a localized resource of type System.Drawing.Icon similar to (Icon).
- static System.Drawing.Bitmap [NetworkCable](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Router](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Save](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [SaveAs](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Screenshot_90](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Simulation](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Switch](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.
- static System.Drawing.Bitmap [Workstation](#) [get]
Looks up a localized resource of type System.Drawing.Bitmap.

6.26.1 Ausführliche Beschreibung

A strongly-typed resource class, for looking up localized strings, etc.

6.26.2 Beschreibung der Konstruktoren und Destruktoren

6.26.2.1 `NSA.View.Properties.Resources.Resources ()` [package]

6.26.3 Dokumentation der Property's

6.26.3.1 `System.Drawing.Bitmap NSA.View.Properties.Resources.Broadcasting_90` [static], [get]

Looks up a localized resource of type System.Drawing.Bitmap.

6.26.3.2 `System.Drawing.Bitmap NSA.View.Properties.Resources.CreateNew` [static], [get]

Looks up a localized resource of type System.Drawing.Bitmap.

6.26.3.3 `global.System.Globalization.CultureInfo NSA.View.Properties.Resources.Culture` [static], [get], [set]

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

6.26.3.4 `System.Drawing.Bitmap NSA.View.Properties.Resources.Erweiterte_Simulation` [static], [get]

Looks up a localized resource of type System.Drawing.Bitmap.

6.26.3.5 `System.Drawing.Bitmap NSA.View.Properties.Resources.erweiterteSimulationTeil1` [static], [get]

Looks up a localized resource of type System.Drawing.Bitmap.

6.26.3.6 `string NSA.View.Properties.Resources.HopsControl_AddColumns_Ergebnis_am_Startknoten` [static], [get]

Looks up a localized string similar to Ergebnis am Startknoten.

6.26.3.7 `string NSA.View.Properties.Resources.HopsControl_AddColumns_Startknoten` [static], [get]

Looks up a localized string similar to Startknoten.

6.26.3.8 `string NSA.View.Properties.Resources.HopsControl_AddColumns_Zielknoten` [static], [get]

Looks up a localized string similar to Zielknoten.

6.26.3.9 `System.Drawing.Bitmap NSA.View.Properties.Resources.Load` [static], [get]

Looks up a localized resource of type System.Drawing.Bitmap.

6.26.3.10 `System.Drawing.Icon NSA.View.Properties.Resources.Logo` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Icon` similar to `(Icon)`.

6.26.3.11 `System.Drawing.Bitmap NSA.View.Properties.Resources.NetworkCable` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.12 `global.System.Resources.ResourceManager NSA.View.Properties.Resources.ResourceManager` `[static], [get]`

Returns the cached `ResourceManager` instance used by this class.

6.26.3.13 `System.Drawing.Bitmap NSA.View.Properties.Resources.Router` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.14 `System.Drawing.Bitmap NSA.View.Properties.Resources.Save` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.15 `System.Drawing.Bitmap NSA.View.Properties.Resources.SaveAs` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.16 `System.Drawing.Bitmap NSA.View.Properties.Resources.Screenshot_90` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.17 `System.Drawing.Bitmap NSA.View.Properties.Resources.Simulation` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.18 `System.Drawing.Bitmap NSA.View.Properties.Resources.Switch` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

6.26.3.19 `System.Drawing.Bitmap NSA.View.Properties.Resources.Workstation` `[static], [get]`

Looks up a localized resource of type `System.Drawing.Bitmap`.

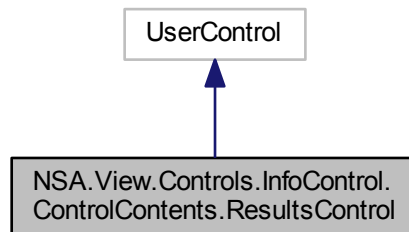
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

- `C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Properties/Resources.`[↵ Designer.cs](#)

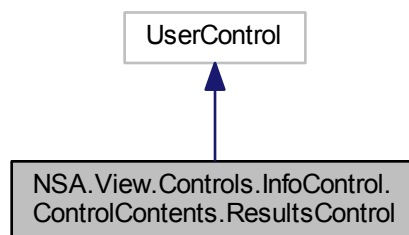
6.27 NSA.View.Controls.InfoControl.ControlContents.ResultsControl Klassenreferenz

Class for the [ResultsControl](#) of the [InfoControl](#). It displays the result of executed test scenarios.

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.ResultsControl:



Zusammengehörigkeiten von NSA.View.Controls.InfoControl.ControlContents.ResultsControl:



Öffentliche Methoden

- [ResultsControl](#) ()
Initializes a new instance of the [ResultsControl](#) class.
- void [AddResultData](#) (string ScenarioName, string Result, int Number)
Adds the result data.
- void [Clear](#) ()
Clears this tab.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- EventHandler [ClearButtonClicked](#)
Occurs when the results clear button is clicked.

6.27.1 Ausführliche Beschreibung

Class for the [ResultsControl](#) of the [InfoControl](#). It displays the result of executed testscenarios.

Siehe auch

System.Windows.Forms.UserControl

6.27.2 Beschreibung der Konstruktoren und Destruktoren

6.27.2.1 NSA.View.Controls.InfoControl.ControlContents.ResultsControl.ResultsControl ()

Initializes a new instance of the [ResultsControl](#) class.

6.27.3 Dokumentation der Elementfunktionen

6.27.3.1 void NSA.View.Controls.InfoControl.ControlContents.ResultsControl.AddResultData (string *ScenarioName*, string *Result*, int *Number*)

Adds the result data.

Parameter

<i>ScenarioName</i>	Name of the scenario.
<i>Result</i>	The result.
<i>Number</i>	A consecutive number for each executed testscenario.

6.27.3.2 void NSA.View.Controls.InfoControl.ControlContents.ResultsControl.Clear ()

Clears this tab.

6.27.3.3 override void NSA.View.Controls.InfoControl.ControlContents.ResultsControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.27.4 Ereignisdokumentation

6.27.4.1 EventHandler NSA.View.Controls.InfoControl.ControlContents.ResultsControl.ClearButtonClicked

Occurs when the results clear button is clicked.

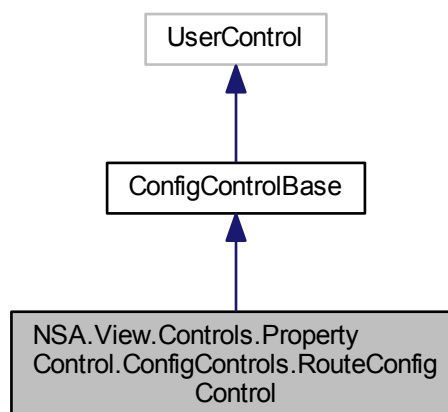
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

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- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/[ResultsControl.Designer.cs](#)

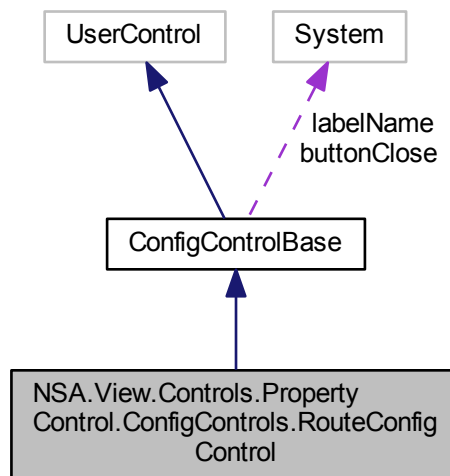
6.28 NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl Klassenreferenz

Control for configuring a route

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl:



Öffentliche Methoden

- `RouteConfigControl` (string `RouteName`, IPAddress Destination, IPAddress Route, IPAddress SubnetMask, string InterfaceName)
Constructor

Öffentliche, statische Methoden

- static void `SetInterfaces` (List< string > Interfaces)
Sets the list of interfaces of the current hardware node.

Öffentliche Attribute

- readonly string `RouteName`
Name of the route

Geschützte Methoden

- override void `Dispose` (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- Action< string, IPAddress, IPAddress, IPAddress, string > `RouteChanged`
Is fired when the Route has changed and its inputs are valid

Weitere Geerbte Elemente

6.28.1 Ausführliche Beschreibung

Control for configuring a route

6.28.2 Beschreibung der Konstruktoren und Destruktoren

6.28.2.1 `NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl.RouteConfigControl (string RouteName, IPAddress Destination, IPAddress Route, IPAddress SubnetMask, string InterfaceName)`

Constructor

Parameter

<i>RouteName</i>	Name of the route
<i>Destination</i>	Target of the Route
<i>Route</i>	IP of the gateway for this route
<i>SubnetMask</i>	Subnetmask of the route
<i>InterfaceName</i>	Name of the interface to be used

6.28.3 Dokumentation der Elementfunktionen

6.28.3.1 `override void NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl.Dispose (bool disposing)`
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.28.3.2 `static void NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl.SetInterfaces (List< string > Interfaces)` [static]

Sets the list of interfaces of the current hardware node.

Parameter

<i>Interfaces</i>	List of interfaces of the current hardware node
-------------------	---

6.28.4 Dokumentation der Datenelemente

6.28.4.1 readonly string NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl.RouteName

Name of the route

6.28.5 Ereignisdokumentation

6.28.5.1 Action<string, IPAddress, IPAddress, IPAddress, string> NSA.View.Controls.PropertyControl.ConfigControls.Route↔ConfigControl.RouteChanged

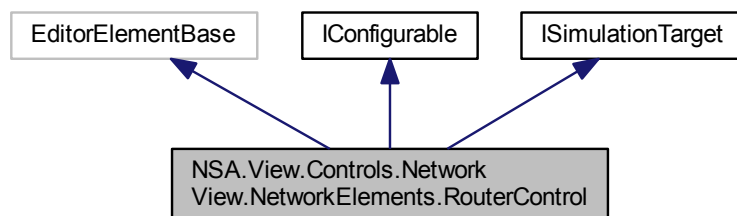
Is fired when the Route has changed and its inputs are valid

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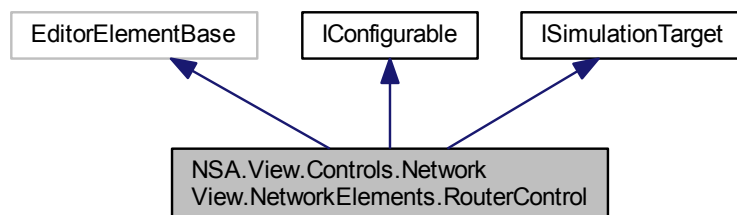
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/ConfigControls/RouteConfigControl.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/ConfigControls/RouteConfigControl.Designer.cs

6.29 NSA.View.Controls.NetworkView.NetworkElements.RouterControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.RouterControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.RouterControl:



Öffentliche Methoden

- [RouterControl](#) ()
- [RouterControl](#) (Point location, string name)
- int [GetPortIDByPoint](#) (Point location)
- void [RemoveInterface](#) (int Ethernet)
- void [AddInterface](#) (int Ethernet)
- override Rectangle [GetPortBoundsByID](#) (int port)
Gets the port bounds by port ID.

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs pe)
- override void [OnMouseMove](#) (MouseEventArgs e)
- override void [OnMouseLeave](#) (EventArgs e)
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.29.1 Beschreibung der Konstruktoren und Destruktoren

6.29.1.1 [NSA.View.Controls.NetworkView.NetworkElements.RouterControl.RouterControl](#) ()

6.29.1.2 [NSA.View.Controls.NetworkView.NetworkElements.RouterControl.RouterControl](#) (Point location, string name)

6.29.2 Dokumentation der Elementfunktionen

6.29.2.1 void [NSA.View.Controls.NetworkView.NetworkElements.RouterControl.AddInterface](#) (int Ethernet)

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.29.2.2 override void [NSA.View.Controls.NetworkView.NetworkElements.RouterControl.Dispose](#) (bool disposing)
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.29.2.3 override Rectangle [NSA.View.Controls.NetworkView.NetworkElements.RouterControl.GetPortBoundsByID](#) (int port)

Gets the port bounds by port ID.

Parameter

<i>port</i>	The port ID.
-------------	--------------

Rückgabe

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.29.2.4 `int NSA.View.Controls.NetworkView.NetworkElements.RouterControl.GetPortIDByPoint (Point location)`

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.29.2.5 `override void NSA.View.Controls.NetworkView.NetworkElements.RouterControl.OnMouseLeave (EventArgs e)`
[protected]

6.29.2.6 `override void NSA.View.Controls.NetworkView.NetworkElements.RouterControl.OnMouseMove (MouseEventArgs e)`
[protected]

6.29.2.7 `override void NSA.View.Controls.NetworkView.NetworkElements.RouterControl.OnPaint (PaintEventArgs pe)`
[protected]

6.29.2.8 `void NSA.View.Controls.NetworkView.NetworkElements.RouterControl.RemoveInterface (int Ethernet)`

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

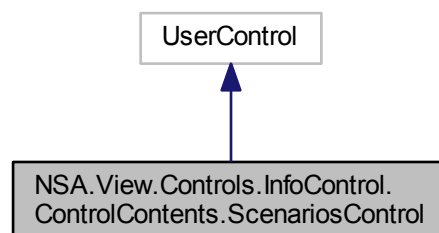
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NetworkView/NetworkElements/RouterControl.cs
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/NetworkElements/RouterControl.designer.cs

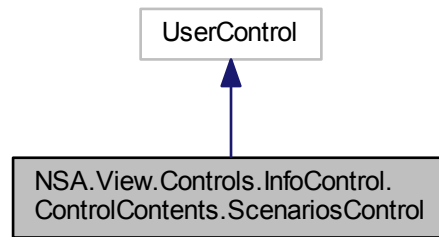
6.30 NSA.View.Controls.InfoControl.ControlContents.ScenariosControl Klassenreferenz

Class for the [ScenariosControl](#) of the [InfoControl](#). It displays a list of all loaded testscenarios.

Klassendiagramm für NSA.View.Controls.InfoControl.ControlContents.ScenariosControl:



Zusammengehörigkeiten von `NSA.View.Controls.InfoControl.ControlContents.ScenariosControl`:



Öffentliche Methoden

- [ScenariosControl](#) ()
Initializes a new instance of the [ScenariosControl](#) class.
- void [AddTestScenario](#) (string ScenarioName)
Adds the test scenario.
- void [Clear](#) ()
Clears this tab.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

Ereignisse

- EventHandler [StartScenarioButtonClicked](#)
Occurs when the start scenario button is clicked.

6.30.1 Ausführliche Beschreibung

Class for the [ScenariosControl](#) of the [InfoControl](#). It displays a list of all loaded testscenarios.

Siehe auch

`System.Windows.Forms.UserControl`

6.30.2 Beschreibung der Konstruktoren und Destruktoren

6.30.2.1 `NSA.View.Controls.InfoControl.ControlContents.ScenariosControl.ScenariosControl ()`

Initializes a new instance of the [ScenariosControl](#) class.

6.30.3 Dokumentation der Elementfunktionen

6.30.3.1 `void NSA.View.Controls.InfoControl.ControlContents.ScenariosControl.AddTestScenario (string ScenarioName)`

Adds the test scenario.

Parameter

<i>ScenarioName</i>	Name of the scenario.
---------------------	-----------------------

6.30.3.2 void NSA.View.Controls.InfoControl.ControlContents.ScenariosControl.Clear ()

Clears this tab.

6.30.3.3 override void NSA.View.Controls.InfoControl.ControlContents.ScenariosControl.Dispose (bool *disposing*)
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.30.4 Ereignisdokumentation

6.30.4.1 EventHandler NSA.View.Controls.InfoControl.ControlContents.ScenariosControl.StartScenarioButtonClicked

Occurs when the start scenario button is clicked.

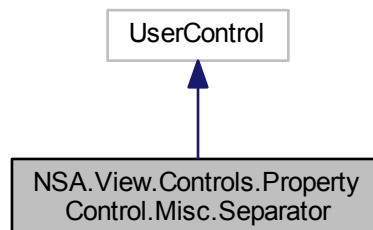
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- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/[ScenariosControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔ InfoControl/ControlContents/[ScenariosControl.Designer.cs](#)

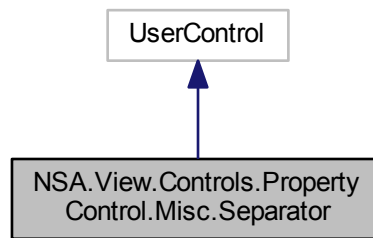
6.31 NSA.View.Controls.PropertyControl.Misc.Separator Klassenreferenz

Control for separating several [ConfigControls](#) in [PropertyControl](#).

Klassendiagramm für NSA.View.Controls.PropertyControl.Misc.Separator:



Zusammengehörigkeiten von `NSA.View.Controls.PropertyControl.Misc.Separator`:



Öffentliche Methoden

- [Separator](#) ()
Constructor.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

6.31.1 Ausführliche Beschreibung

Control for separating several [ConfigControls](#) in [PropertyControl](#).

6.31.2 Beschreibung der Konstruktoren und Destruktoren

6.31.2.1 `NSA.View.Controls.PropertyControl.Misc.Separator.Separator ()`

Constructor.

6.31.3 Dokumentation der Elementfunktionen

6.31.3.1 override void `NSA.View.Controls.PropertyControl.Misc.Separator.Dispose (bool disposing)` [protected]

Clean up any resources being used.

Parameter

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

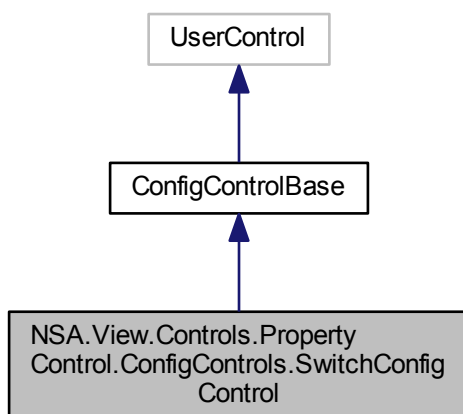
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/Misc/[Separator.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔PropertyControl/Misc/[Separator.Designer.cs](#)

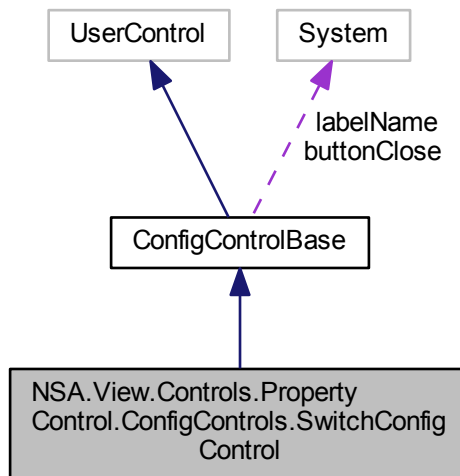
6.32 NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl Klassenreferenz

Control for configuring a switch.

Klassendiagramm für NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl:



Zusammengehörigkeiten von NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl:



Öffentliche Methoden

- [SwitchConfigControl](#) (int NumberOfPorts)
Constructor

Ereignisse

- System.Action< int > [NumberOfPortsChanged](#)
Is fired when the number of ports has changed.

Weitere Geerbte Elemente

6.32.1 Ausführliche Beschreibung

Control for configuring a switch.

6.32.2 Beschreibung der Konstruktoren und Destruktoren

6.32.2.1 NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl.SwitchConfigControl (int NumberOfPorts)

Constructor

Parameter

<i>NumberOfPorts</i>	The number of ports
----------------------	---------------------

6.32.3 Ereignisdokumentation

6.32.3.1 System.Action<int> NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl.NumberOfPorts↔ Changed

Is fired when the number of ports has changed.

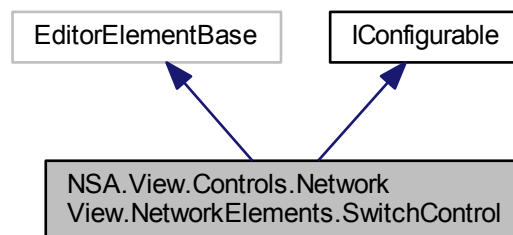
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

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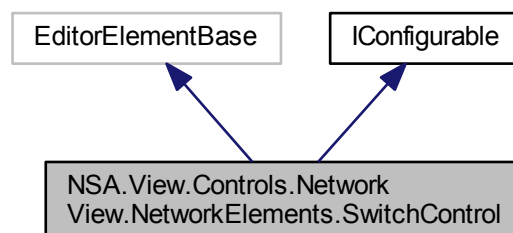
6.33 NSA.View.Controls.NetworkView.NetworkElements.SwitchControl Klassenreferenz

This control displays a switch.

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.SwitchControl:



Zusammengehörigkeiten von NSA.View.Controls.NetworkView.NetworkElements.SwitchControl:



Öffentliche Methoden

- [SwitchControl](#) ()
This constructor is for designer only, do not use it.
- [SwitchControl](#) (Point location, string name)
This constructor creates a new instance of the [SwitchControl](#) class.
- void [RemoveInterface](#) (int Ethernet)
Removes an interface from the switch, identified by the interface ID.
- void [AddInterface](#) (int Ethernet)
Adds an interface to the switch, with a given interface ID.
- void [SetInterfaces](#) (List< int > ifaces)
Replaces all interfaces of the switch with new ones.
- int [GetPortIDByPoint](#) (Point location)
- int [GetInterfaceCount](#) ()
- override Rectangle [GetPortBoundsByID](#) (int port)
Gets the port bounds by port ID.

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs pe)
Raises the E:Paint event. Draws the switch and its interfaces.
- override void [OnMouseMove](#) (MouseEventArgs e)
- override void [OnMouseLeave](#) (EventArgs e)
- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.33.1 Ausführliche Beschreibung

This control displays a switch.

6.33.2 Beschreibung der Konstruktoren und Destruktoren

6.33.2.1 NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.SwitchControl ()

This constructor is for designer only, do not use it.

6.33.2.2 NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.SwitchControl (Point location, string name)

This constructor creates a new instance of the [SwitchControl](#) class.

Parameter

<i>location</i>	The start location of the element in the parent control.
<i>name</i>	

6.33.3 Dokumentation der Elementfunktionen

6.33.3.1 void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.AddInterface (int *Ethernet*)

Adds an interface to the switch, with a given interface ID.

Parameter

<i>Ethernet</i>	The ID of the ethernet port to add.
-----------------	-------------------------------------

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.33.3.2 override void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.33.3.3 int NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.GetInterfaceCount ()

6.33.3.4 override Rectangle NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.GetPortBoundsByID (int *port*)

Gets the port bounds by port ID.

Parameter

<i>port</i>	The port ID.
-------------	--------------

Rückgabe

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.33.3.5 int NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.GetPortIDByPoint (Point *location*)

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.33.3.6 `override void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.OnMouseLeave (EventArgs e)`
[protected]

6.33.3.7 `override void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.OnMouseMove (MouseEventArgs e)`
[protected]

6.33.3.8 `override void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.OnPaint (PaintEventArgs pe)`
[protected]

Raises the E:Paint event. Draws the switch and its interfaces.

Parameter

<i>pe</i>	The PaintEventArgs instance containing the event data.
-----------	--

6.33.3.9 `void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.RemoveInterface (int Ethernet)`

Removes an interface from the switch, identified by the interface ID.

Parameter

<i>Ethernet</i>	The ID of the ethernet port to remove.
-----------------	--

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.33.3.10 `void NSA.View.Controls.NetworkView.NetworkElements.SwitchControl.SetInterfaces (List< int > ifaces)`

Replaces all interfaces of the switch with new ones.

Parameter

<i>ifaces</i>	The new interface ID list.
---------------	----------------------------

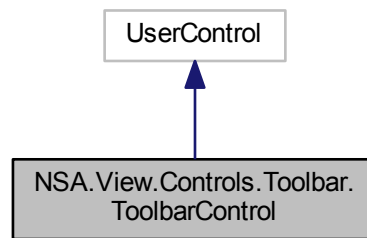
Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/NetworkElements/[SwitchControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/NetworkElements/[SwitchControl.designer.cs](#)

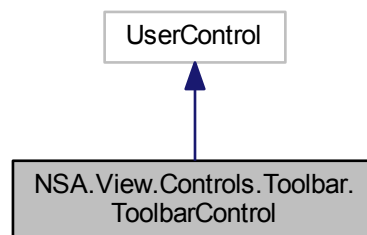
6.34 NSA.View.Controls.Toolbar.ToolbarControl Klassenreferenz

Das Werkzeugleistencontrol.

Klassendiagramm für NSA.View.Controls.Toolbar.ToolbarControl:



Zusammengehörigkeiten von NSA.View.Controls.Toolbar.ToolbarControl:



Öffentliche Methoden

- [ToolbarControl](#) ()
Der Konstruktor.
- void [AddButton](#) (Button b)
Fügt der Werkzeugleiste einen Knopf hinzu.

Geschützte Methoden

- override void [Dispose](#) (bool disposing)
Verwendete Ressourcen bereinigen.

6.34.1 Ausführliche Beschreibung

Das Werkzeugleistencontrol.

6.34.2 Beschreibung der Konstruktoren und Destruktoren

6.34.2.1 NSA.View.Controls.Toolbar.ToolbarControl.ToolbarControl ()

Der Konstruktor.

6.34.3 Dokumentation der Elementfunktionen

6.34.3.1 void NSA.View.Controls.Toolbar.ToolbarControl.AddButton (Button *b*)

Fügt der Werkzeugleiste einen Knopf hinzu.

Parameter

<i>b</i>	Der Knopf
----------	-----------

6.34.3.2 override void NSA.View.Controls.Toolbar.ToolbarControl.Dispose (bool *disposing*) [protected]

Verwendete Ressourcen bereinigen.

Parameter

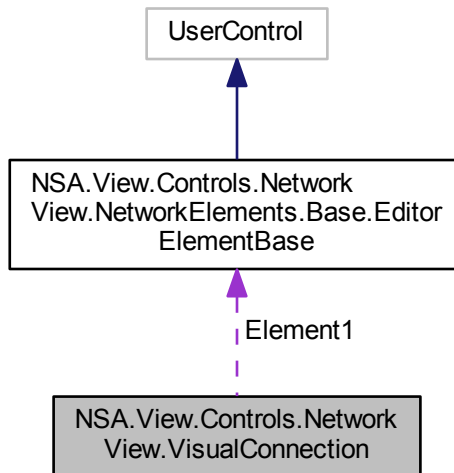
<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
Toolbar/[ToolbarControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
Toolbar/[ToolbarControl.designer.cs](#)

6.35 NSA.View.Controls.NetworkView.VisualConnection Klassenreferenz

Zusammengehörigkeiten von NSA.View.Controls.NetworkView.VisualConnection:



Öffentliche Methoden

- `VisualConnection` (string name, `EditorElementBase` element1, int port1, `EditorElementBase` element2, int port2, `NetworkViewControl` parent)
- void `Deselect` (`EditorElementBase` foo=null)
- void `Select` ()
- void `Dispose` ()
- void `Highlight` (bool highlight)

Öffentliche Attribute

- Action< `VisualConnection` > `Selected`
- Action< `VisualConnection` > `RemovePressed`
- `EditorElementBase` `Element1`
- int `Port1`
- int `Port2`
- string `Name`

Propertys

- bool `IsSelected` [get, set]

6.35.1 Beschreibung der Konstruktoren und Destruktoren

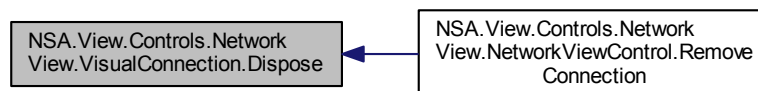
6.35.1.1 `NSA.View.Controls.NetworkView.VisualConnection.VisualConnection (string name, EditorElementBase element1, int port1, EditorElementBase element2, int port2, NetworkViewControl parent)`

6.35.2 Dokumentation der Elementfunktionen

6.35.2.1 `void NSA.View.Controls.NetworkView.VisualConnection.Deselect (EditorElementBase foo = null)`

6.35.2.2 `void NSA.View.Controls.NetworkView.VisualConnection.Dispose ()`

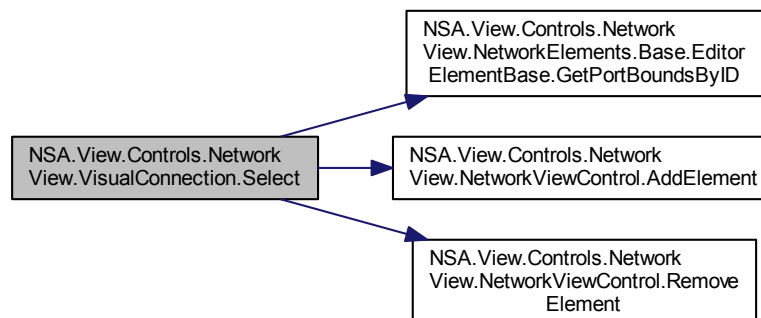
Hier ist ein Graph der zeigt, wo diese Funktion aufgerufen wird:



6.35.2.3 `void NSA.View.Controls.NetworkView.VisualConnection.Highlight (bool highlight)`

6.35.2.4 `void NSA.View.Controls.NetworkView.VisualConnection.Select ()`

Hier ist ein Graph, der zeigt, was diese Funktion aufruft:



6.35.3 Dokumentation der Datenelemente

6.35.3.1 `EditorElementBase NSA.View.Controls.NetworkView.VisualConnection.Element1`

6.35.3.2 `string NSA.View.Controls.NetworkView.VisualConnection.Name`

6.35.3.3 `int NSA.View.Controls.NetworkView.VisualConnection.Port1`

6.35.3.4 `int NSA.View.Controls.NetworkView.VisualConnection.Port2`

6.35.3.5 `Action<VisualConnection> NSA.View.Controls.NetworkView.VisualConnection.RemovePressed`

6.35.3.6 `Action<VisualConnection> NSA.View.Controls.NetworkView.VisualConnection.Selected`

6.35.4 Dokumentation der Property's

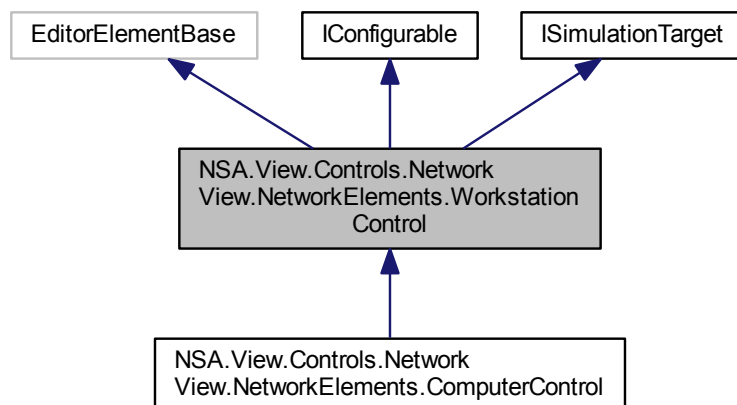
6.35.4.1 `bool NSA.View.Controls.NetworkView.VisualConnection.IsSelected` `[get], [set]`

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Datei:

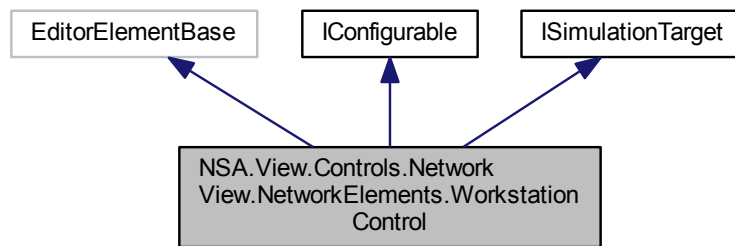
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↔
NetworkView/VisualConnection.cs

6.36 NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl Klassenreferenz

Klassendiagramm für NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl:



Zusammengehörigkeiten von `NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl`:



Öffentliche Methoden

- [WorkstationControl](#) ()
- [WorkstationControl](#) (Point location, string name)
- int [GetPortIDByPoint](#) (Point location)
- void [RemoveInterface](#) (int Ethernet)
- void [AddInterface](#) (int Ethernet)
- override Rectangle [GetPortBoundsByID](#) (int port)

Gets the port bounds by port ID.

Geschützte Methoden

- override void [OnPaint](#) (PaintEventArgs pe)
- override void [OnMouseMove](#) (MouseEventArgs e)
- override void [OnMouseLeave](#) (EventArgs e)
- override void [Dispose](#) (bool disposing)

Verwendete Ressourcen bereinigen.

6.36.1 Beschreibung der Konstruktoren und Destruktoren

6.36.1.1 `NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.WorkstationControl ()`

6.36.1.2 `NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.WorkstationControl (Point location, string name)`

6.36.2 Dokumentation der Elementfunktionen

6.36.2.1 `void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.AddInterface (int Ethernet)`

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.36.2.2 `override void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.Dispose (bool disposing)`
[protected]

Verwendete Ressourcen bereinigen.

Parameter

<i>disposing</i>	True, wenn verwaltete Ressourcen gelöscht werden sollen; andernfalls False.
------------------	---

6.36.2.3 override Rectangle NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.GetPortBoundsById (int *port*)

Gets the port bounds by port ID.

Parameter

<i>port</i>	The port ID.
-------------	--------------

Rückgabe

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.36.2.4 int NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.GetPortIDByPoint (Point *location*)

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

6.36.2.5 override void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.OnMouseLeave (EventArgs *e*) [protected]

6.36.2.6 override void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.OnMouseMove (MouseEventArgs *e*) [protected]

6.36.2.7 override void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.OnPaint (PaintEventArgs *pe*) [protected]

6.36.2.8 void NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl.RemoveInterface (int *Ethernet*)

Implementiert [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#).

Die Dokumentation für diese Klasse wurde erzeugt aufgrund der Dateien:

- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↵
NetworkView/NetworkElements/[WorkstationControl.cs](#)
- C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/NSA.View/Controls/↵
NetworkView/NetworkElements/[WorkstationControl.designer.cs](#)

Kapitel 7

Datei-Dokumentation

7.1 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HistoryControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HistoryControl](#)
Class for the [HistoryControl](#) of the [InfoControl](#). It displays the history of all executed simulations with the possibility to rerun any simulation.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.2 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HistoryControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HistoryControl](#)
Class for the [HistoryControl](#) of the [InfoControl](#). It displays the history of all executed simulations with the possibility to rerun any simulation.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.3 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HopsControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HopsControl](#)
Class for the [HopsControl](#) of the [InfoControl](#). It displays a list of all packets of the last simulation and shows the corresponding hops.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.4 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HopsControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HopsControl](#)
Class for the [HopsControl](#) of the [InfoControl](#). It displays a list of all packets of the last simulation and shows the corresponding hops.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.5 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HopVisualizationControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl](#)
Class for the HopVisualization tab of the [InfoControl](#). It displays two hardwarenodes' layerstacks

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.6 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/ControlContents/HopVisualizationControl.Designer.↔ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.HopVisualizationControl](#)
Class for the HopVisualization tab of the [InfoControl](#). It displays two hardwarenodes' layerstacks

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.7 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/LayerStackVisualizationControl.cs- Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl](#)
Visualizes the layerstack of a hardwarenode involved in a hop

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.8 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/LayerStackVisualizationControl.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.LayerStackVisualizationControl](#)
Visualizes the layerstack of a hardwarenode involved in a hop

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.9 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/ResultsControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.ResultsControl](#)
Class for the [ResultsControl](#) of the [InfoControl](#). It displays the result of executed testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.10 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/ResultsControl.Designer.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.ResultsControl](#)
Class for the [ResultsControl](#) of the [InfoControl](#). It displays the result of executed testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.11 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/ScenariosControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.ScenariosControl](#)
Class for the [ScenariosControl](#) of the [InfoControl](#). It displays a list of all loaded testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.12 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/InfoControl/ControlContents/ScenariosControl.Designer.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.ControlContents.ScenariosControl](#)
Class for the [ScenariosControl](#) of the [InfoControl](#). It displays a list of all loaded testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl.ControlContents](#)

7.13 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/InfoControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.InfoControl](#)

Class for the [InfoControl](#) of the main form. The [InfoControl](#) displays information about executed simulations, hops and testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl](#)

7.14 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/InfoControl/InfoControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.InfoControl.InfoControl](#)

Class for the [InfoControl](#) of the main form. The [InfoControl](#) displays information about executed simulations, hops and testscenarios.

Namensbereiche

- namespace [NSA.View.Controls.InfoControl](#)

7.15 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/LabelControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.LabelControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.16 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/LabelControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.LabelControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.17 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/MessageLoopFilter.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.MessageLoopFilter](#)
Implements the logic to catch messages before they get dispatched to the [NetworkViewControl](#) and its childs.

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.18 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkElements/Base/EditorElementBase.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase](#)
The base element for every drawable element in the network editor.

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements.Base](#)

7.19 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkElements/Base/EditorElementBase.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.Base.EditorElementBase](#)
The base element for every drawable element in the network editor.

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements.Base](#)

7.20 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/ComputerControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.ComputerControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.21 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/ComputerControl.designer.cs-↔ Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.ComputerControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.22 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/ConnectionControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.23 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/ConnectionControl.designer.cs- Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.ConnectionControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.24 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/IConfigurable.cs-Dateireferenz

Klassen

- interface [NSA.View.Controls.NetworkView.NetworkElements.IConfigurable](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.25 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/ISimulationTarget.cs-Dateireferenz

Klassen

- interface [NSA.View.Controls.NetworkView.NetworkElements.ISimulationTarget](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.26 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/LayerStackControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.27 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/LayerStackControl.designer.cs- Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.LayerStackControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.28 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/RouterControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.RouterControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.29 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/RouterControl.designer.cs-↔ Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.RouterControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.30 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkElements/SwitchControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.SwitchControl](#)

This control displays a switch.

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.31 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkElements/SwitchControl.designer.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.SwitchControl](#)
This control displays a switch.

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.32 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkElements/WorkstationControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.33 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkElements/WorkstationControl.designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkElements.WorkstationControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView.NetworkElements](#)

7.34 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/NetworkView/NetworkViewControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkViewControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.35 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/NetworkViewControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.NetworkViewControl](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.36 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/NetworkView/VisualConnection.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.NetworkView.VisualConnection](#)

Namensbereiche

- namespace [NSA.View.Controls.NetworkView](#)

7.37 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/ConfigControls/ConfigControlBase.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase](#)
Base class for [ConfigControls](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.38 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/ConfigControlBase.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.ConfigControlBase](#)
Base class for [ConfigControls](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.39 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/GWConfigControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl](#)
Control for configuring a default gateway

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.40 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/GWConfigControl.Designer.cs- Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.GwConfigControl](#)
Control for configuring a default gateway

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.41 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/InterfaceConfigControl.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl](#)
Control for configuring a network interface

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.42 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/InterfaceConfigControl.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.InterfaceConfigControl](#)
Control for configuring a network interface

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.43 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/LayerstackConfigControl.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#)
Control for editing the layer stack of the current hardware node.

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.44 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/LayerstackConfigControl.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#)
Control for editing the layer stack of the current hardware node.

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.45 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/RouteConfigControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl](#)
Control for configuring a route

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.46 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/RouteConfigControl.Designer.↵ cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.RouteConfigControl](#)
Control for configuring a route

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.47 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/ConfigControls/SwitchConfigControl.cs-↵ Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.ConfigControls.SwitchConfigControl](#)
Control for configuring a switch.

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.ConfigControls](#)

7.48 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/Misc/AddInterfaceButton.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.AddInterfaceButton](#)
Button for adding a new network interface

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.49 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/Misc/AddRouteButton.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.AddRouteButton](#)
Button for adding a route.

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.50 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵ NSA.View/Controls/PropertyControl/Misc/LayerControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.LayerControl](#)
Control representing a layer in the [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.51 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/Misc/LayerControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.LayerControl](#)
Control representing a layer in the [NSA.View.Controls.PropertyControl.ConfigControls.LayerstackConfigControl](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.52 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/Misc/Separator.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.Separator](#)
Control for separating several [ConfigControls](#) in [PropertyControl](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.53 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/Misc/Separator.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.Misc.Separator](#)
Control for separating several [ConfigControls](#) in [PropertyControl](#).

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl.Misc](#)

7.54 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/PropertyControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.PropertyControl](#)
Control containing and managing [ConfigControls](#)

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl](#)

7.55 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/PropertyControl/PropertyControl.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.PropertyControl.PropertyControl](#)
Control containing and managing [ConfigControls](#)

Namensbereiche

- namespace [NSA.View.Controls.PropertyControl](#)

7.56 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/Toolbar/ToolbarControl.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.Toolbar.ToolbarControl](#)
Das Werkzeugleistencontrol.

Namensbereiche

- namespace [NSA.View.Controls.Toolbar](#)

7.57 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Controls/Toolbar/ToolbarControl.designer.cs-Dateireferenz

Klassen

- class [NSA.View.Controls.Toolbar.ToolbarControl](#)
Das Werkzeugleistencontrol.

Namensbereiche

- namespace [NSA.View.Controls.Toolbar](#)

7.58 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/AdvancedSimulationForm.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.AdvancedSimulationForm](#)
Dialog for starting a simulation with provided parameters.

Namensbereiche

- namespace [NSA.View.Forms](#)

7.59 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/AdvancedSimulationForm.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.AdvancedSimulationForm](#)
Dialog for starting a simulation with provided parameters.

Namensbereiche

- namespace [NSA.View.Forms](#)

7.60 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/BroadCastSimulationForm.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.BroadcastSimulationForm](#)
Allows the user to execute a broadcast to a given subnet.

Namensbereiche

- namespace [NSA.View.Forms](#)

7.61 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/BroadCastSimulationForm.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.BroadcastSimulationForm](#)
Allows the user to execute a broadcast to a given subnet.

Namensbereiche

- namespace [NSA.View.Forms](#)

7.62 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/MainForm.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.MainForm](#)

Namensbereiche

- namespace [NSA.View.Forms](#)

7.63 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↔ NSA.View/Forms/MainForm.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Forms.MainForm](#)

Namensbereiche

- namespace [NSA.View.Forms](#)

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- 7.71 C:/SWP16/Basisverzeichnis/trunk/03_Implementierung/NetworkSimulatorAnalyzer/↵
NSA.View/Properties/Resources.Designer.cs-Dateireferenz

Klassen

- class [NSA.View.Properties.Resources](#)
A strongly-typed resource class, for looking up localized strings, etc.

Namensbereiche

- namespace [NSA.View.Properties](#)

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