Script Machine

Processes<<Abstract>>

+ get_process(process: string): string[]

Printer<<Abstract>>

+ print(dict, process): void

GUI

+ register(modules:Modules): void
+ receive(dict_:dict): void

Controller

+ receive(input:?)

Script_Machine

+ register(modules:Modules): void
+ receive(process:string): void

Script<<Abstract>>

Parse Machine

+ register(modules:Modules): void
+ receive(file_name:string, process:string): dict

Parser<<Abstract>>

+ parse(fname: string): dict

Diagram key

⬤ Module

⬤ Controller

⬤ Helper Object