

<<class>> function\_list\_controller # listview: Gtk::TreeView& #\_plot: plot\_drawingarea& # selection: Glib::RefPtr<Gtk::TreeSelection> #\_store: Glib::RefPtr<Gtk::ListStore> #\_show\_cellrenderer: Glib::RefPtr<Gtk::CellRendererToggle> #\_function\_cellrenderer: Glib::RefPtr<Gtk::CellRendererText> #\_add\_button: Gtk::Button& #\_remove\_button: Gtk::Button& #\_model\_columns: model\_columns +function\_list\_controller(listview:Gtk::TreeView&, plot:plot\_drawingarea&, store:Glib::RefPtr<Gtk::ListStore>, show\_cellrenderer:Glib::RefPtr<CellRendererToogle>, function\_cellrenderer:Glib::RefPtr<Gtk::CellRendererText>, add\_button:Gtk::Button&, remove\_button:Gtk::Button&) #on\_add(): void #on\_remove(): void #on\_selection\_changed(): void #on\_cell\_toggled(location:const Glib::ustring&): void #on\_cell\_edited(location:const Glib::ustring&, data:Glib::ustring&): void

#on\_draw(cr:const Cairo::RefPtr<Cairo::Context>&): bool

pmath
+<<static>> range(a:double,b:double,n:int): std::vector<double>\*
+<<static>> map(f:const function&,domain:const std::vector<double>&): std::vector<double>\*

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