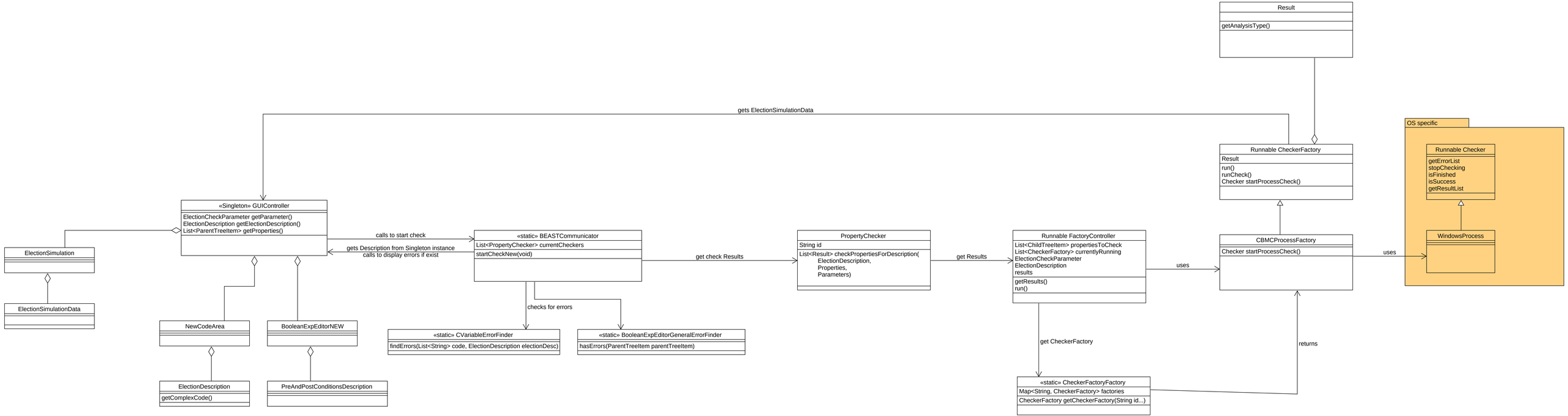
Result
getAnalysisType()
gets ElectionSimulationData
OS specific
Runnable CheckerFactory
Result
run()
runCheck()
Checker startProcessCheck()
Runnable Checker
getErrorList
stopChecking
isFinished
isSuccess
getResultList
«Singleton» GUIController
ElectionCheckParameter getParameter()
ElectionDescription getElectionDescription()
List<ParentTreeItem> getProperties()
calls to start check
gets Description from Singleton instance
calls to display errors if exist
«static» BEASTCommunicator
List<PropertyChecker> currentCheckers
startCheckNew(void)
get check Results
PropertyChecker
String id
List<Result> checkPropertiesForDescription(
ElectionDescription,
Properties,
Parameters)
get Results
Runnable FactoryController
List<ChildTreeItem> propertiesToCheck
List<CheckerFactory> currentlyRunning
ElectionCheckParameter
ElectionDescription
results
getResults()
run()
uses
CBMCProcessFactory
Checker startProcessCheck()
uses
WindowsProcess
ElectionSimulation
ElectionSimulationData
NewCodeArea
BooleanExpEditorNEW
checks for errors
«static» CVariableErrorFinder
findErrors(List<String> code, ElectionDescription electionDesc)
«static» BooleanExpEditorGeneralErrorFinder
hasErrors(ParentTreeItem parentTreeItem)
ElectionDescription
getComplexCode()
PreAndPostConditionsDescription
get CheckerFactory
returns
«static» CheckerFactoryFactory
Map<String, CheckerFactory> factories
CheckerFactory getCheckerFactory(String id...)