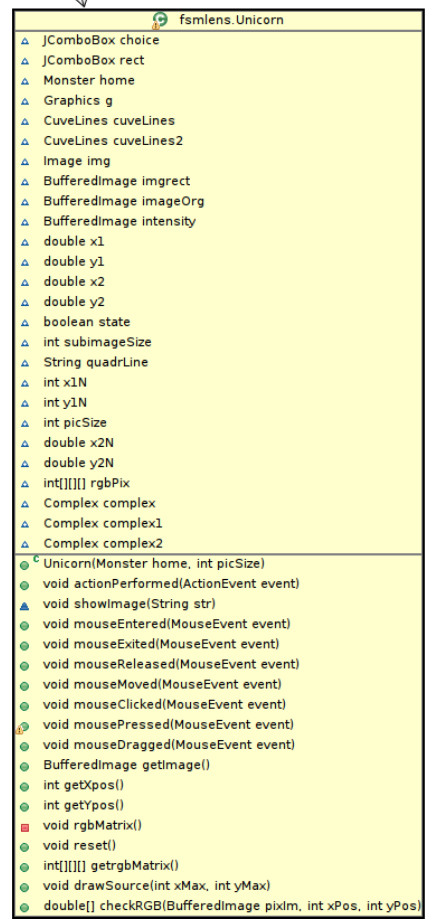
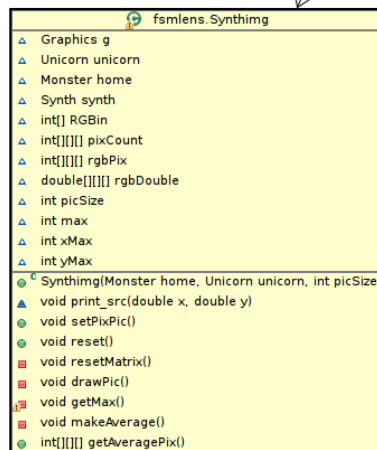
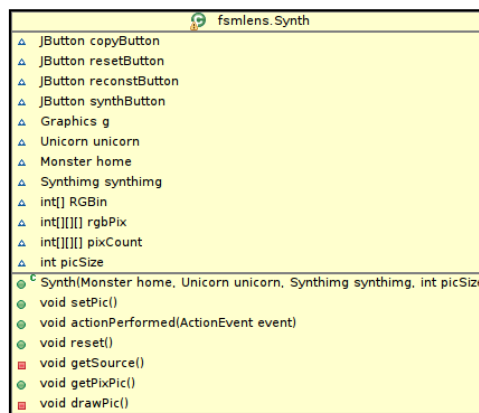


0..\* <<localAssignment>>

0..1



fsmlens.PlotArriv
<div> <div>△</div> <div>LensBase lens</div> </div> <div> <div>△</div> <div>int sour</div> </div> <div> <div>△</div> <div>double cstep</div> </div> <div> <div>△</div> <div>double zm</div> </div> <div> <div>△</div> <div>InputField sour_txt</div> </div> <div> <div>△</div> <div>InputField cstep_txt</div> </div> <div> <div>△</div> <div>InputField zm_txt</div> </div>
<div> <div>●</div> <div>PlotArriv()</div> </div> <div> <div>●</div> <div>void reset()</div> </div> <div> <div>●</div> <div>void update(LensBase lens)</div> </div> <div> <div>●</div> <div>void actionPerformed(ActionEvent event)</div> </div> <div> <div>●</div> <div>void plot()</div> </div>

fsmlens.Illus
<div> <div>△</div> <div>Console txt</div> </div> <div> <div>△</div> <div>JComboBox choice</div> </div> <div> <div>△</div> <div>Vector&lt;String&gt; id</div> </div> <div> <div>△</div> <div>Vector&lt;String&gt; data</div> </div> <div> <div>△</div> <div>boolean efl</div> </div> <div> <div>△</div> <div>String sav</div> </div>
<div> <div>●</div> <div>Illus(int wd, int ht)</div> </div> <div> <div>●</div> <div>String getText()</div> </div> <div> <div>●</div> <div>void setEnabled(boolean fl)</div> </div> <div> <div>●</div> <div>void save()</div> </div> <div> <div>●</div> <div>void restore()</div> </div> <div> <div>●</div> <div>void actionPerformed(ActionEvent event)</div> </div>

fsmlens.Cosm
<div> <div>△</div> <div>int flag</div> </div> <div> <div>△</div> <div>double omega</div> </div> <div> <div>△</div> <div>double lambda</div> </div>
<div> <div>●</div> <div>Cosm()</div> </div> <div> <div>●</div> <div>Cosm(double om, double lam)</div> </div> <div> <div>●</div> <div>double sinh(double x)</div> </div> <div> <div>●</div> <div>double angdist(double z1, double z2)</div> </div> <div> <div>●</div> <div>double[] scales(double z1, double zs)</div> </div>

fsmlens.PlotPoten
<div> <div>△</div> <div>LensBase lens</div> </div> <div> <div>△</div> <div>double cstep</div> </div> <div> <div>△</div> <div>double exag</div> </div> <div> <div>△</div> <div>double zm</div> </div> <div> <div>△</div> <div>InputField cstep_txt</div> </div> <div> <div>△</div> <div>InputField exag_txt</div> </div> <div> <div>△</div> <div>InputField zm_txt</div> </div>
<div> <div>●</div> <div>PlotPoten()</div> </div> <div> <div>●</div> <div>void reset()</div> </div> <div> <div>●</div> <div>void update(LensBase lens)</div> </div> <div> <div>●</div> <div>void actionPerformed(ActionEvent event)</div> </div> <div> <div>●</div> <div>void plot()</div> </div>

fsmlens.PlotPix
<div> <div>△</div> <div>LensBase lens</div> </div>
<div> <div>●</div> <div>PlotPix()</div> </div> <div> <div>●</div> <div>void reset()</div> </div> <div> <div>●</div> <div>void update(LensBase lens)</div> </div> <div> <div>●</div> <div>void plot()</div> </div>

fsmlens.Shear
<div> <div>□</div> <div>double cs2</div> </div> <div> <div>□</div> <div>double sn2</div> </div>
<div> <div>●</div> <div>Shear(double phi)</div> </div> <div> <div>●</div> <div>double poten(int n, double x, double y)</div> </div> <div> <div>●</div> <div>double poten_x(int n, double x, double y)</div> </div> <div> <div>●</div> <div>double poten_y(int n, double x, double y)</div> </div> <div> <div>●</div> <div>double[] maginv(int n, double x, double y, double theta)</div> </div>

fsmlens.Poten
<div> <div>△</div> <div>double poten(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double poten_indef(double x, double y)</div> </div> <div> <div>△</div> <div>double poten_x(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double poten_y(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double poten_xy(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double poten_xx(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double poten_yy(double x, double y, double a)</div> </div> <div> <div>△</div> <div>double[] maginv(double x, double y, double theta, double a)</div> </div>

fsmlens.PlotMass
<div> <div>△</div> <div>LensBase lens</div> </div> <div> <div>△</div> <div>double zm</div> </div> <div> <div>△</div> <div>double cstep</div> </div> <div> <div>△</div> <div>InputField zm_txt</div> </div> <div> <div>△</div> <div>InputField cstep_txt</div> </div> <div> <div>△</div> <div>double[][] grid</div> </div>
<div> <div>●</div> <div>PlotMass()</div> </div> <div> <div>●</div> <div>void reset()</div> </div> <div> <div>●</div> <div>void update(LensBase lens)</div> </div> <div> <div>●</div> <div>void actionPerformed(ActionEvent event)</div> </div> <div> <div>●</div> <div>void plot()</div> </div>

fsmlens.Simpwalk
<div> <div>●</div> <div>Simpwalk(int nthreads)</div> </div> <div> <div>●</div> <div>void message(String msg)</div> </div> <div> <div>●</div> <div>void errMessage(String msg)</div> </div> <div> <div>●</div> <div>boolean isPaused()</div> </div>