https://www.github.com/rembqq/cse

lang

S Parser

- PrevcolorWindow []painter.Operation
- PrevrectBlack []painter.Operation
- PrevfigureX []painter.Operation
- PrevcordWindow []painter.Cord
- PrevcordRect []painter.Cord
- PrevcordFigureX []painter.Cord

- Parse(in io.Reader) ([]painter.Operation, []painter.Cord, error)
- ParseText(lineText string) (string, float64, float64, float64, float64)

main

S TimeResponse

- Time string

uses

uses

painter

C []Operation

C func(screen.Texture)

S messageQueue

I Operation

- Do(t screen.Texture) bool

S Loop

- Receiver Receiver

- Start(s screen.Screen)
- Post(op Operation)
- StopAndWait()

S Cord

- X1 float64
- Y1 float64
- X2 float64
- Y2 float64

alias of

implements

T OperationList

- Do(t screen.Texture) bool

alias of

implements

T OperationFunc

- Do(t screen.Texture) bool

implements

S updateOp

- Do(t screen.Texture) bool

uses

I Receiver

- Update(t screen.Texture)

implements

ui

S Visualizer

- Title string
- WindowWidth int
- WindowHeight int
- Debug bool

- OnScreenReady func(screen.Screen)

- Main()
- Update(t screen.Texture)
- XFigureDraw(x float32, y float32)
- RectFigureDraw(x1 int, y1 int, x2 int, y2 int, r byte, g byte, b byte, a byte)