

create object block_a_comp

block_a_comp.__init__(self)

block_a_comp._initialize(self)

for each block_a_comp attribute

attribute_name._initialize(self)

block_a_comp._finalize(self)

for each block_a_comp attribute

attribute_name._finalize(self)

block_a_comp.setup(self)

user-supplied function like add_objects(self)

call self.add_pre_obj("object_name", "block_a")

