

# Prototype Handbook Extended Petri net Simulator

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## **Abstract**

This document includes a Handbook for the first prototype of the project for Software Engineering 2.

## **Contents**

<b>1</b>	<b>Introduction</b>	<b>2</b>
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# 1 Introduction

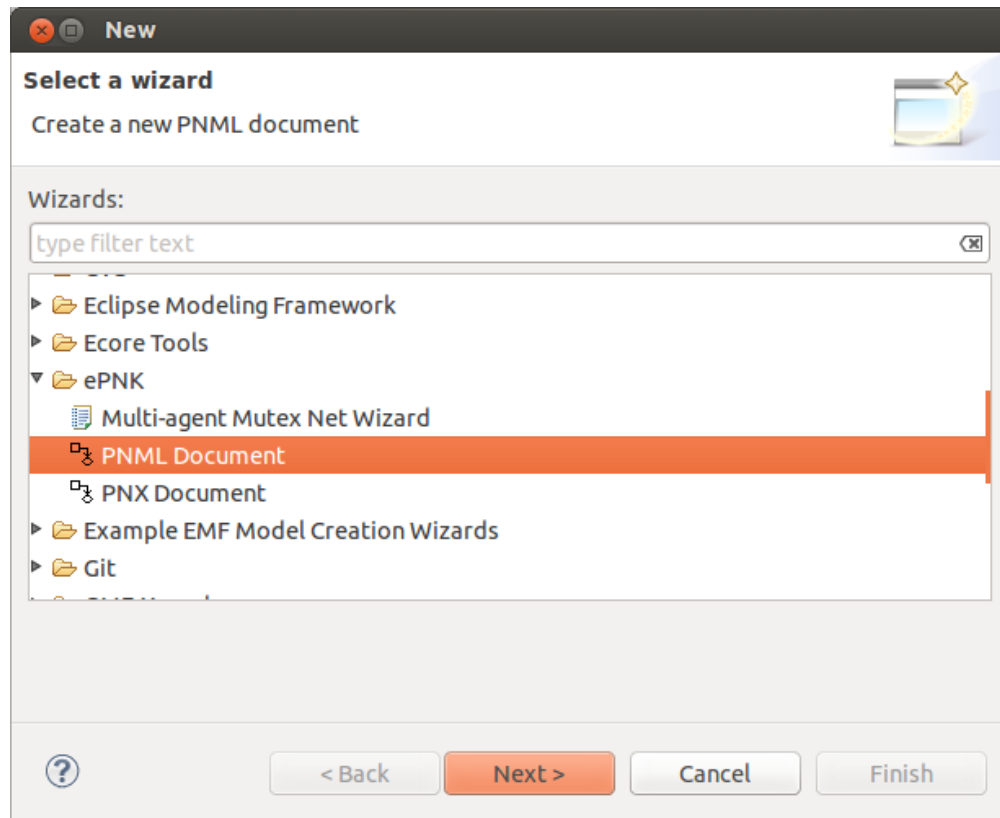


Figure 1: Use cases for the Petri net Editor

To use geometry editor in Eclipse first thing needed to do is to create a geometry file.

If you don't have any project ready beforehand, create a new general project by General->Project which is found in File->New->Project. Give the project some name and click finish. Right click the project folder New->Other. Find Geometry diagram from the list, choose it and click next.

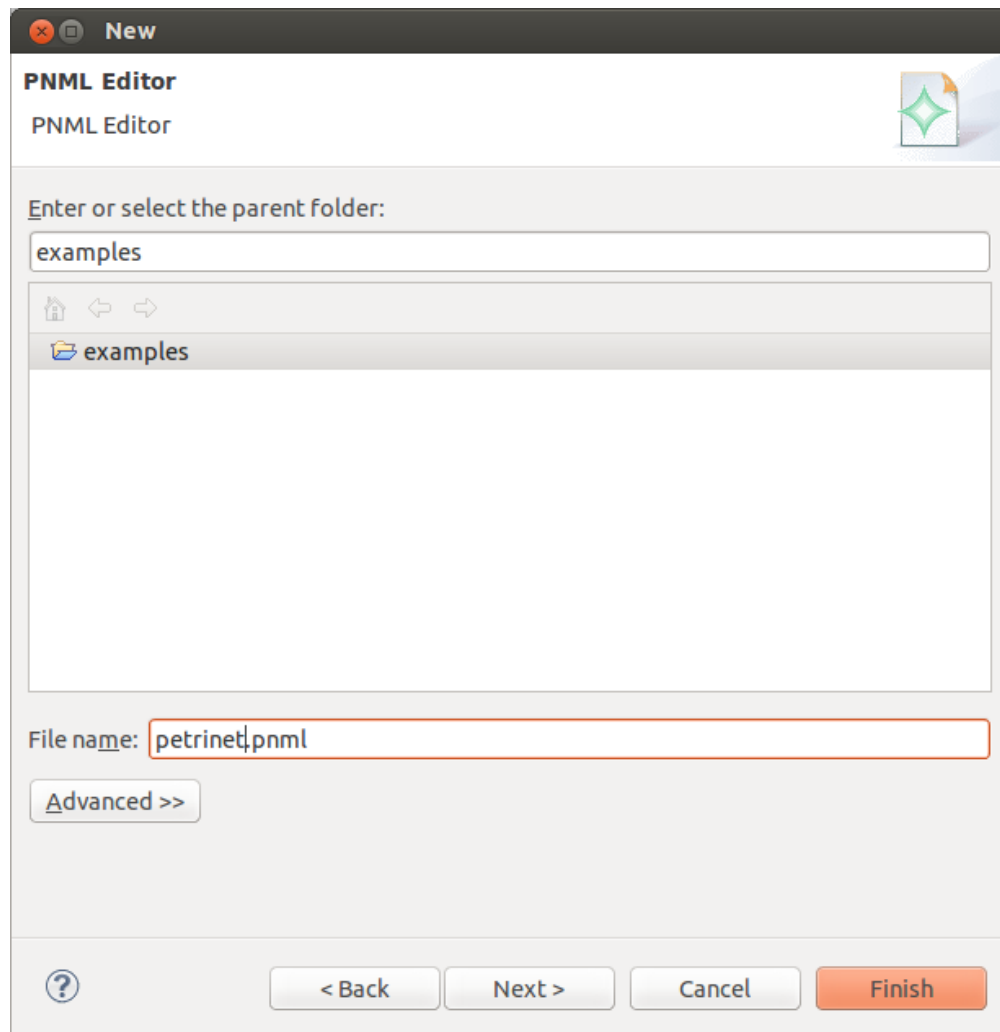


Figure 2: Use cases for the Petri net Editor

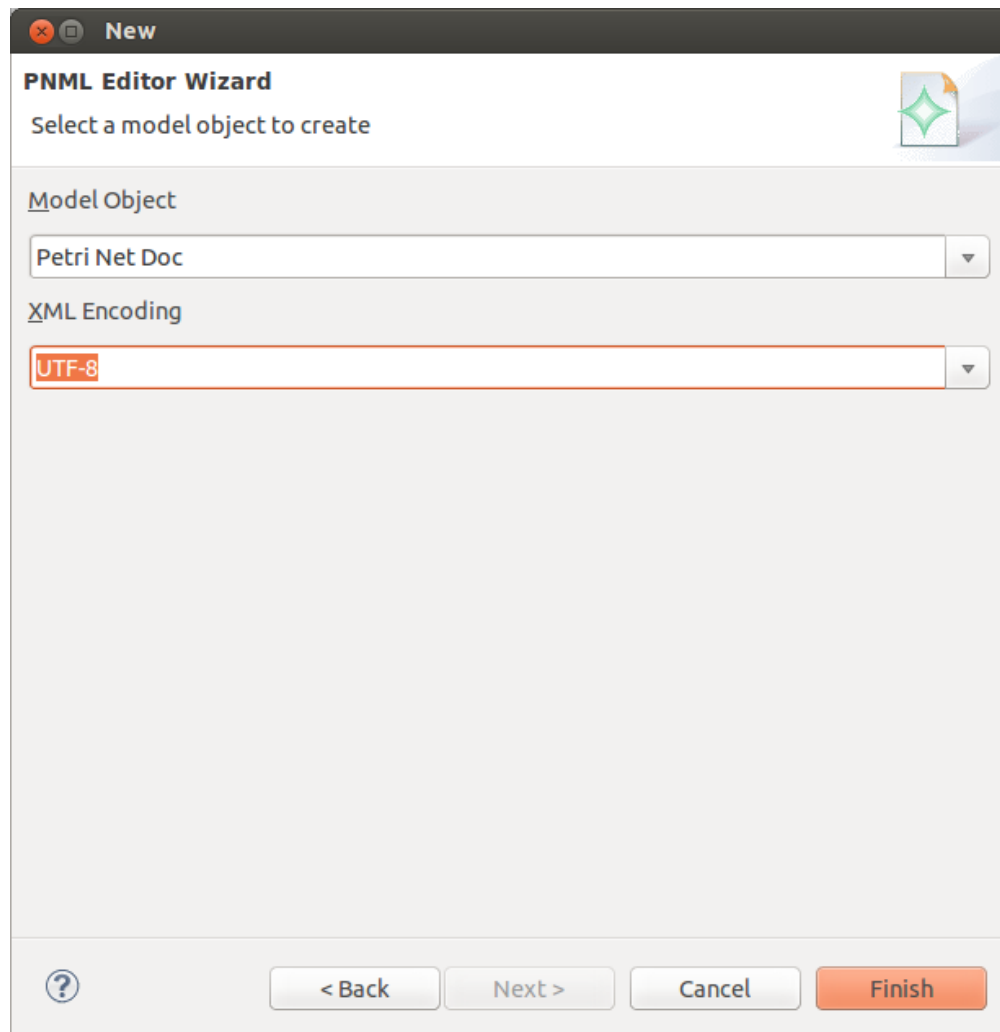


Figure 3: Use cases for the Petri net Editor

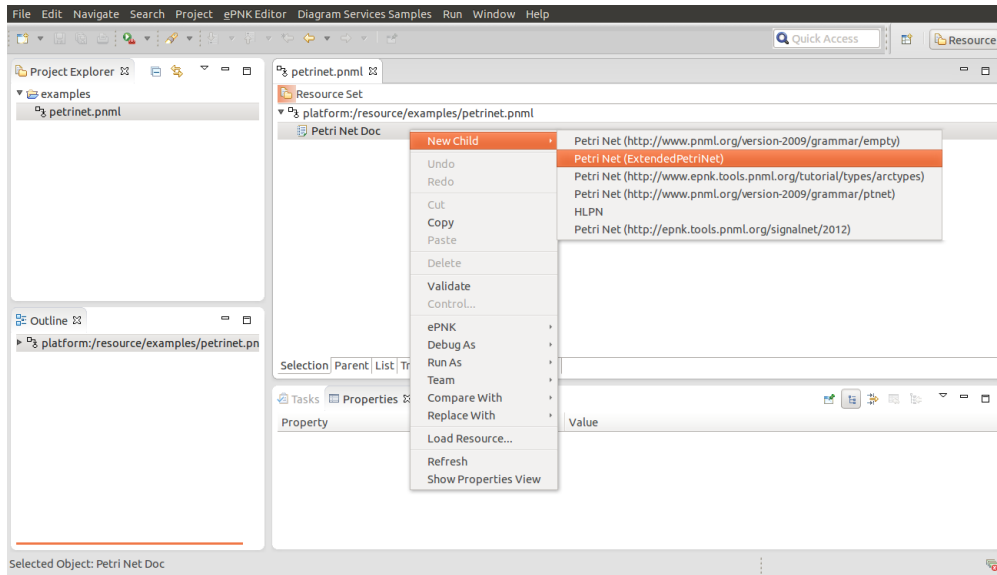


Figure 4: Use cases for the Petri net Editor

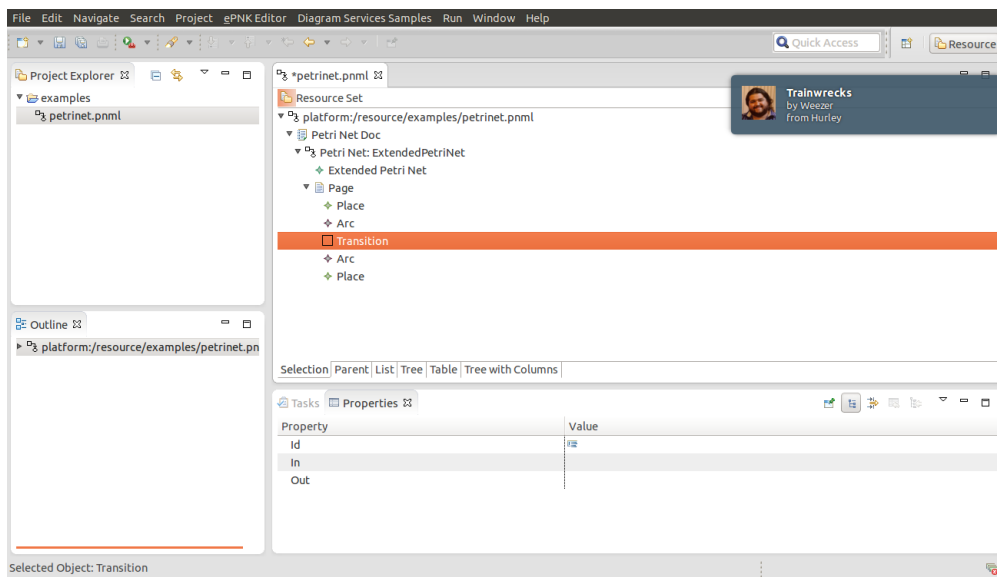


Figure 5: Use cases for the Petri net Editor