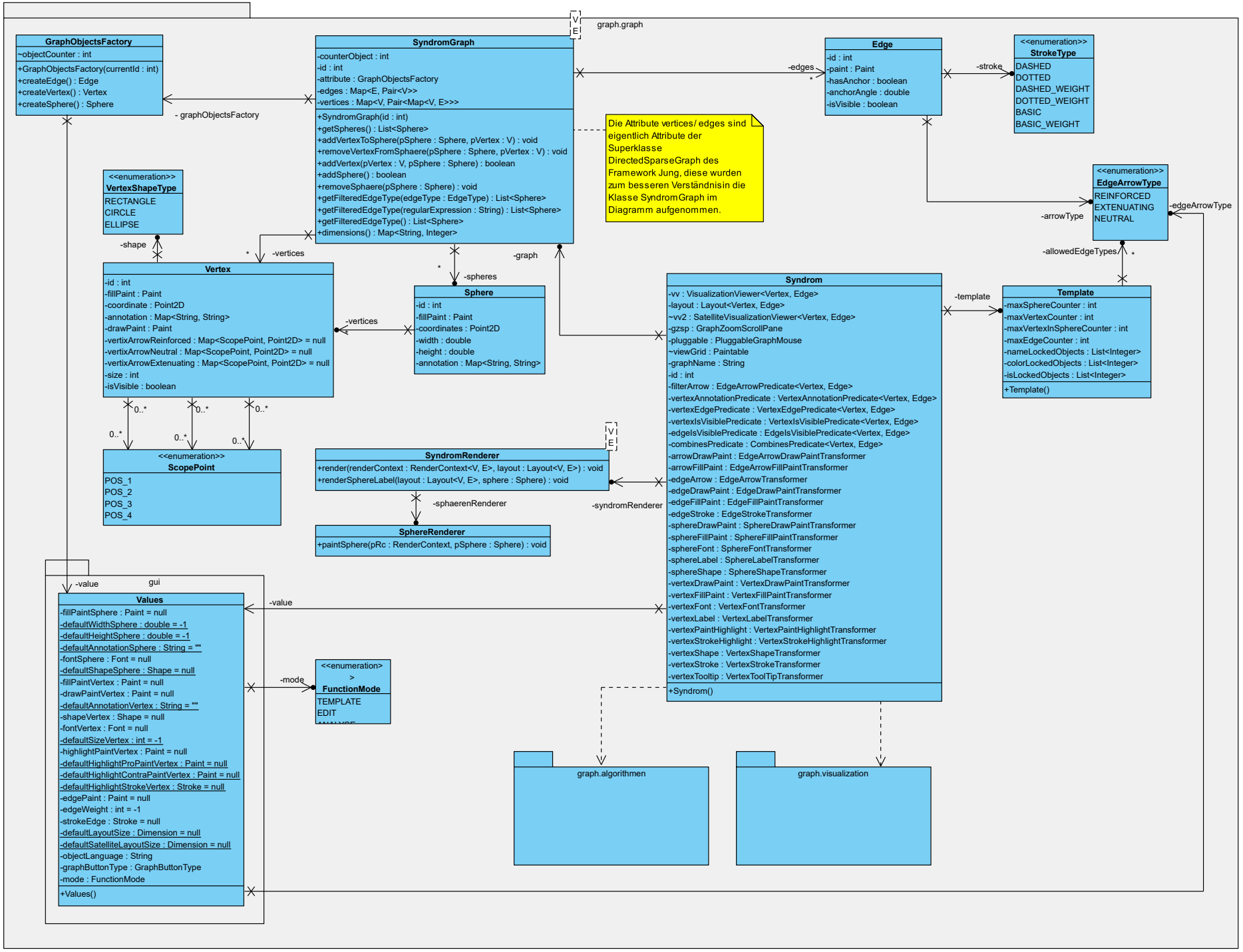
graph.graph
GraphObjectsFactory
~objectCounter : int
+GraphObjectsFactory(currentId : int)
+createEdge() : Edge
+createVertex() : Vertex
+createSphere() : Sphere
- graphObjectsFactory
SyndromGraph
-counterObject : int
-id : int
-attribute : GraphObjectsFactory
-edges : Map<E, Pair<V>>
-vertices : Map<V, Pair<Map<V, E>>>
+SyndromGraph(id : int)
+getSpheres() : List<Sphere>
+addVertexToSphere(pSphere : Sphere, pVertex : V) : void
+removeVertexFromSphaere(pSphere : Sphere, pVertex : V) : void
+addVertex(pVertex : V, pSphere : Sphere) : boolean
+addSphere() : boolean
+removeSphaere(pSphere : Sphere) : void
+getFilteredEdgeType(edgeType : EdgeType) : List<Sphere>
+getFilteredEdgeType(regularExpression : String) : List<Sphere>
+getFilteredEdgeType() : List<Sphere>
+dimensions() : Map<String, Integer>
-edges
*
Edge
-id : int
-paint : Paint
-hasAnchor : boolean
-anchorAngle : double
-isVisible : boolean
-stroke
<<enumeration>>
StrokeType
DASHED
DOTTED
DASHED_WEIGHT
DOTTED_WEIGHT
BASIC
BASIC_WEIGHT
Die Attribute vertices/ edges sind eigentlich Attribute der Superklasse DirectedSparseGraph des Framework Jung, diese wurden zum besseren Verständnis in die Klasse SyndromGraph im Diagramm aufgenommen.
<<enumeration>>
VertexShapeType
RECTANGLE
CIRCLE
ELLIPSE
-shape
*
-vertices
-graph
*
-spheres
<<enumeration>>
EdgeArrowType
REINFORCED
EXTENUATING
NEUTRAL
-arrowType
-edgeArrowType
-allowedEdgeTypes
*
Vertex
-id : int
-fillPaint : Paint
-coordinate : Point2D
-annotation : Map<String, String>
-drawPaint : Paint
-vertixArrowReinforced : Map<ScopePoint, Point2D> = null
-vertixArrowNeutral : Map<ScopePoint, Point2D> = null
-vertixArrowExtenuating : Map<ScopePoint, Point2D> = null
-size : int
-isVisible : boolean
-vertices
Sphere
-id : int
-fillPaint : Paint
-coordinates : Point2D
-width : double
-height : double
-annotation : Map<String, String>
Syndrom
-vv : VisualizationViewer<Vertex, Edge>
-layout : Layout<Vertex, Edge>
~vv2 : SatelliteVisualizationViewer<Vertex, Edge>
-gzsp : GraphZoomScrollPane
-pluggable : PluggableGraphMouse
~viewGrid : Paintable
-graphName : String
-id : int
-filterArrow : EdgeArrowPredicate<Vertex, Edge>
-vertexAnnotationPredicate : VertexAnnotationPredicate<Vertex, Edge>
-vertexEdgePredicate : VertexEdgePredicate<Vertex, Edge>
-vertexIsVisiblePredicate : VertexIsVisiblePredicate<Vertex, Edge>
-edgeIsVisiblePredicate : EdgeIsVisiblePredicate<Vertex, Edge>
-combinesPredicate : CombinesPredicate<Vertex, Edge>
-arrowDrawPaint : EdgeArrowDrawPaintTransformer
-arrowFillPaint : EdgeArrowFillPaintTransformer
-edgeArrow : EdgeArrowTransformer
-edgeDrawPaint : EdgeDrawPaintTransformer
-edgeFillPaint : EdgeFillPaintTransformer
-edgeStroke : EdgeStrokeTransformer
-sphereDrawPaint : SphereDrawPaintTransformer
-sphereFillPaint : SphereFillPaintTransformer
-sphereFont : SphereFontTransformer
-sphereLabel : SphereLabelTransformer
-sphereShape : SphereShapeTransformer
-vertexDrawPaint : VertexDrawPaintTransformer
-vertexFillPaint : VertexFillPaintTransformer
-vertexFont : VertexFontTransformer
-vertexLabel : VertexLabelTransformer
-vertexPaintHighlight : VertexPaintHighlightTransformer
-vertexStrokeHighlight : VertexStrokeHighlightTransformer
-vertexShape : VertexShapeTransformer
-vertexStroke : VertexStrokeTransformer
-vertexTooltip : VertexToolTipTransformer
+Syndrom()
-template
Template
-maxSphereCounter : int
-maxVertexCounter : int
-maxVertexInSphereCounter : int
-maxEdgeCounter : int
-nameLockedObjects : List<Integer>
-colorLockedObjects : List<Integer>
-isLockedObjects : List<Integer>
+Template()
0..*
0..*
0..*
0..*
0..*
0..*
<<enumeration>>
ScopePoint
POS_1
POS_2
POS_3
POS_4
SyndromRenderer
+render(renderContext : RenderContext<V, E>, layout : Layout<V, E>) : void
+renderSphereLabel(layout : Layout<V, E>, sphere : Sphere) : void
-sphaerenRenderer
-syndromRenderer
SphereRenderer
+paintSphere(pRc : RenderContext, pSphere : Sphere) : void
-value
gui
Values
-fillPaintSphere : Paint = null
-defaultWidthSphere : double = -1
-defaultHeightSphere : double = -1
-defaultAnnotationSphere : String = ""
-fontSphere : Font = null
-defaultShapeSphere : Shape = null
-fillPaintVertex : Paint = null
-drawPaintVertex : Paint = null
-defaultAnnotationVertex : String = ""
-shapeVertex : Shape = null
-fontVertex : Font = null
-defaultSizeVertex : int = -1
-highlightPaintVertex : Paint = null
-defaultHighlightProPaintVertex : Paint = null
-defaultHighlightContraPaintVertex : Paint = null
-defaultHighlightStrokeVertex : Stroke = null
-edgePaint : Paint = null
-edgeWeight : int = -1
-strokeEdge : Stroke = null
-defaultLayoutSize : Dimension = null
-defaultSatelliteLayoutSize : Dimension = null
-objectLanguage : String
-graphButtonType : GraphButtonType
-mode : FunctionMode
+Values()
-value
-mode
<<enumeration>
>
FunctionMode
TEMPLATE
EDIT
graph.algorithmen
graph.visualization