-bited: number

+constructor()

+init()

-bited_direction: boolean -non_printable_width: number -non_printable_height: number

+constructor(...members)

+TAG() -> string = "device"

<u>Processes</u> **ProcessArray** Paper Models extends EntityArray<Process> -paper_array: PaperModelArray <u>PaperModelArray</u> +using super::constructor extends EntityArray<Paper> +construct(XML) +createChild(XML) -> Process -cutting_price: number -cutting_unit: number +init() +optimize() +using super::constructor +computePrice() -> number +TAG() -> string := "processArray" +createChild(XML) -> PaperModel +toXML() -> XML +TAG() -> string = "paperArray" Owns <u>PaperModel</u> **Process** Placement extends EntityArray<Placement> **Entities belonged to a Process** extends EntityArray<Wrap> -model array: PaperModelArray -paper: PaperModel -process: Process -name: string -name: string **PriceModels** -paper_size: PaperSize -price: number -device: Device extends Entity -row_count: number -image: Image +constructor(PaperModelArray) implements IPriceModel -col_count: number -price_models: PriceModels <u>Wrap</u> +init() -is_rotated: boolean +createChild(XML) -> PaperSize +constructor(ProcessArray) -process: Process -image_count_: number +computePrice(Process) -> number +constructor(Process) -print: PrintModel -face_count_: number -placement: Placement -compute_area(Process) -> number +construct(XML) -foil: FoilModel -inverse count : number -row: number -compute_spare_area(Process) -> num. +createChild() -> Placement -scodix: ScodixModel -plaste_count_: number -col: number +init() +TAG() -> string := "paper" -thomson: ThomsonModel -link: Placement +optimize() +constructor(Placement) -laminating: LaminatingModel +constructor(Process) -explore_placements(...) -> Process +constructor(Placement, number, num.) +constructor(Process) +constructor(Process, PaperSize) References -explore_subtract_placements(...) -> Prc. +computePoint() -> IPoint +construct(XML) +constructor(Placement) -explore inverse placement(...) -> Proc. +computeSector() -> IRectangle +init() +allocate(image: number, face: num.) -explore_plaste_placements(...) -> Proc. +computeMargin() -> IRectangle +computePrice() -> number <u>PaperSize</u> +plaste_expand(Placement) -fetch_placements() -> +TAG() -> string := "wrap" -construct_counts() +TAG() -> string := "priceModels" TreeMap<number, Placement> -containable() -> boolean +toXML() -> XML +validate() -> boolean +toGridRows() -> IPriceRow[] -floor(number) -> number -width: number +computeSide() -> number +validate(side: number) -> boolean -height: number +computeFaceCount() -> number +max_image_count() -> number +computePrice() -> number +computeCopies() -> number +TAG() -> string := "process" +TAG() -> string := "placement" +toXML() -> XML <u>Image</u> -width: number -height: number -margin: number -pages: number -copies: number +constructor() +constructor(Image) +constructor(...members) +init() +TAG() -> string := "image" <u>Device</u> extends Entity

