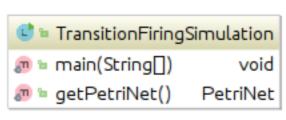
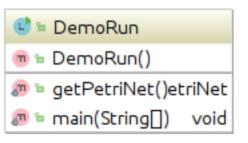
© № PaintingCanvas	
	int
	int
	int
	boolean
	Point
	Point
	Set <place></place>
	Set <transition></transition>
	Set <arc></arc>
■ PaintingCanvas()	
m = paintComponent(Graphics)	void
m = paint_petrinet_places(Set <place>, Graphics)</place>	void
m = paint_petrinet_transitions(Set <firable>, Graphics)</firable>	void
m = paint_petrinet_arcs(Set <firable>, Graphics)</firable>	void
m = paint_source_arcs(Set <sourcearc>, Graphics)</sourcearc>	void
m paint_destination_arcs(Set <destinationarc>, Graphics)</destinationarc>	void
m = paint_selected_places(Set <place>, Graphics)</place>	void
get_selected_place(Set <place>, int, int)</place>	Place
m = paint_selected_transitions(Set <transition>, Graphics)</transition>	void
■ get_selected_transition(Set <firable>, int, int)</firable>	Transition
m = get_selected_places()	Set <place></place>
m = get_selected_transitions()	Set <transition></transition>
■ get_selected_arcs()	Set <arc></arc>

🕒 🖫 Toolbar	
<b>f</b> ⊫ mode	int
	int
	int
Solution	int
	int
In the Mark	int
	Set <place></place>
	Set <transition></transition>
m № Toolbar()	
🎟 ≒ create_toolbar()	void
□ copy_elements()	void
□ baste_elements()	void
<sup>™</sup> cut_elements()	void
m = hide()	void
show()	void
	void
<sup>™</sup> get_toolbar_mode()	int

© № Menu	
petrinet	PetriNet
	String
menu_new_listener	ActionListener
menu_open_listener	ActionListener
menu_save_listener	ActionListener
menu_saveas_listener	ActionListener
Menu()	
	void
hide()	void
	void

€ PetriNetGUI	
Petrinetuoi	
	Menu
f a petrinet	PetriNet
<sup>™</sup> PetriNetGUI()	
	void
n = get_petrinet()	PetriNet





```
TestPetriNetGUI
★ testMenu() void
★ testCanvas() void
```

