PaintingCanvas

_place_radius	int
_transition_width	int
_transition_heigth	int
_msPressed	boolean
_msPoint	Point
_prev_msPoint	Point
_selected_places	Set<Place>
_selected_transitions	Set<Transition>
_selected_arcs	Set<Arc>

PaintingCanvas()	
paintComponent(Graphics)	void
paint_petrinet_places(Set<Place>, Graphics)	void
paint_petrinet_transitions(Set<Firable>, Graphics)	void
paint_petrinet_arcs(Set<Firable>, Graphics)	void
paint_source_arcs(Set<SourceArc>, Graphics)	void
paint_destination_arcs(Set<DestinationArc>, Graphics)	void
paint_selected_places(Set<Place>, Graphics)	void
get_selected_place(Set<Place>, int, int	Place
paint_selected_transitions(Set<Transition>, Graphics)	void
get_selected_transition(Set<Firable>, int, int	Transition
get_selected_places()	Set<Place>
get_selected_transitions()	Set<Transition>
get_selected_arcs()	Set<Arc>

Toolbar

mode	int
SELECT	int
CONNECT	int
ADD_PLACE	int
ADD_TRANSITION	int
MARK	int
_copy_places	Set<Place>
_copy_transitions	Set<Transition>

Toolbar()	
create_toolbar()	void
copy_elements()	void
paste_elements()	void
cut_elements()	void
hide()	void
show()	void
change_toolbar_mode(int)	void
get_toolbar_mode()	int

Menu

petrinet	PetriNet
_actual_filename_path	String
menu_new_listener	ActionListener
menu_open_listener	ActionListener
menu_save_listener	ActionListener
menu_saveas_listener	ActionListener

Menu()	
create_menu()	void
hide()	void
show()	void

PetriNetGUI

menu	Menu
petrinet	PetriNet

PetriNetGUI()	
main(String[])	void
get_petrinet()	PetriNet

DemoRun

DemoRun()	
getPetriNet()etriNet	
main(String[])	void

TransitionFiringSimulation

main(String[])	void
getPetriNet()	PetriNet

TestPetriNetGUI

testMenu()	void
testCanvas()	void

DemoOnHowToUseComponentFactory

main(String[])	void

PetriNetDriver

main(String[])	void