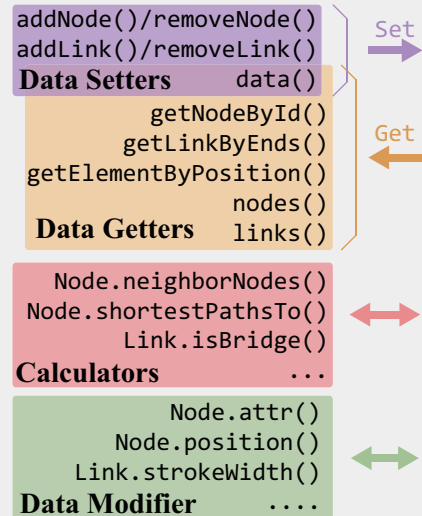


# Graph Model Manager



## Data Container

### Graph Elements

```
nodes: [{
  id,
  style,
  attributes,
  position
}, ...],
```

```
links: [{
  source,
  target,
  style,
  attributes
}, ...]
```

### Underlying Classes

```
class Element
{
  styles
  attributes
  methods
}
```

```
class Node
```

```
class Link
```

derive

### Global Attributes

```
{
  background
  pixel ratio
  DOM container
  ...
}
```

## Rendering Engine


```
class Element Renderer
  WebGL communicator
```

```
Node Renderer
{
  data-shader mapper
  shaders
  id-shaders
}
```

```
Link Renderer
{
  data-shader mapper
  shaders
  id-shaders
}
```

WebGL APIs

 *WebGL Buffer*

 *GPU Memory*

## Interaction Manager

 *mouse listener* → *events*

*events*

*element*

`getElementByPosition()`