

Figure 6-1 – System Boundary

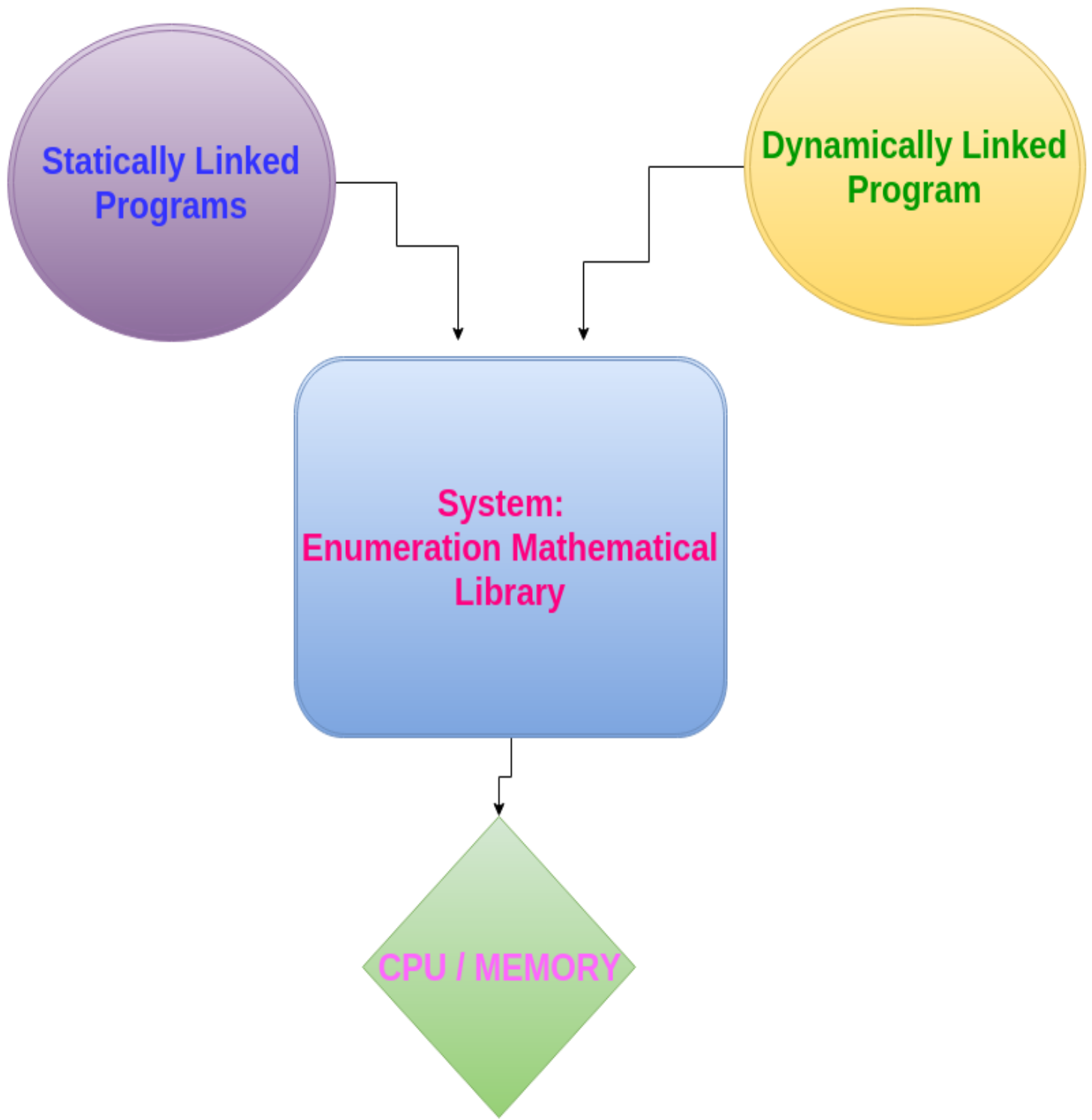


Figure 6-2 – Possible system components

Name
Website
Graphic Base
Number Base
Makefile
num.c
alg.c
combi.c
field.c
arb.c
graphic.c
num.h
alg.h
combi.h
field.h
arb.h
graphic.h
math.s
operation.s
Function.s
eml.tar.gz
eml.so
eml.a
C++ Bindings
Python Bindings
Haskell Bindings
Java Bindings
Tex Renderer
PNG Renderer

Figure 6-3 – System Overview Diagram

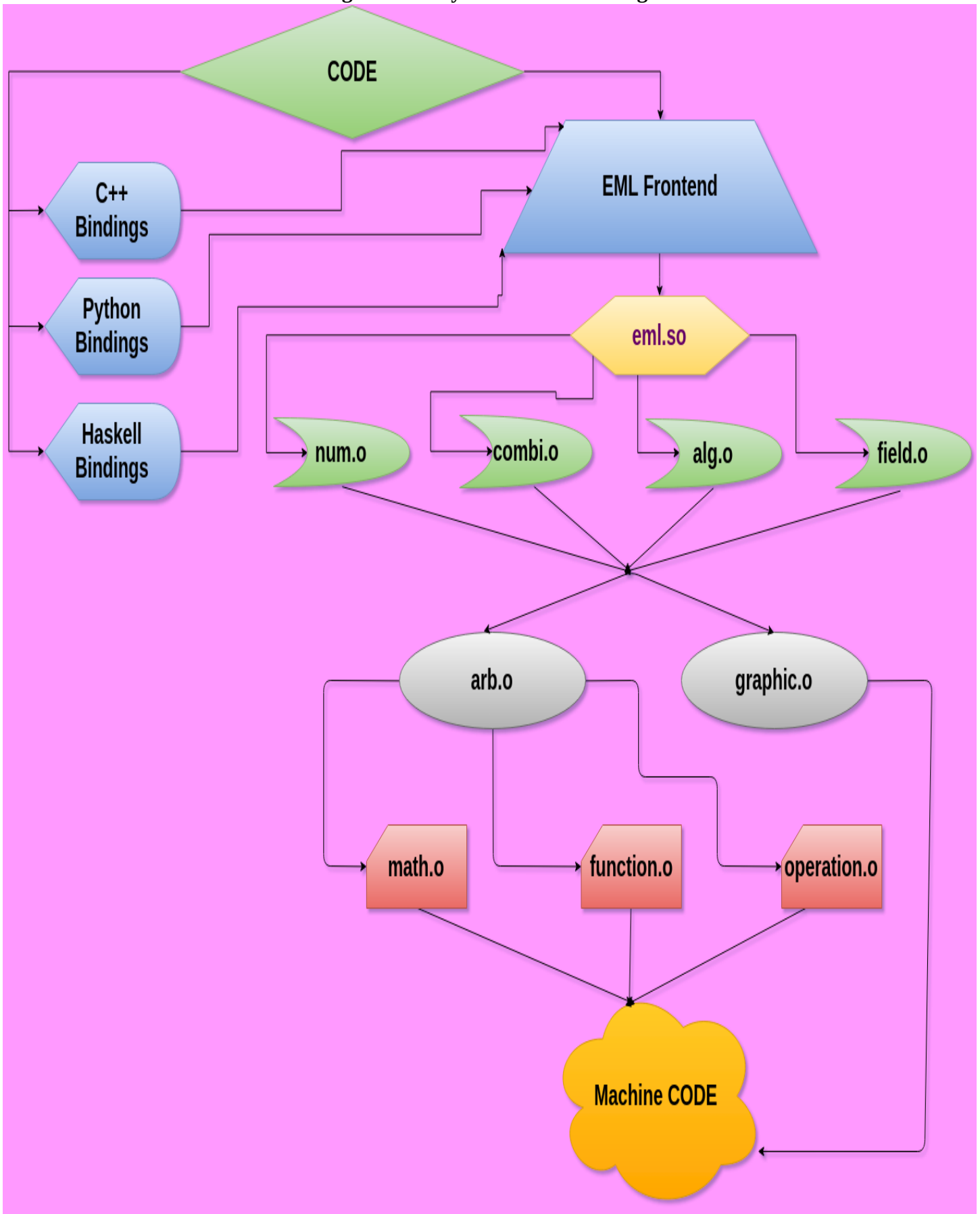


Figure 6-4 – Screen Hierarchy Diagram

