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| **Mustafa Gamal** | **Mustafa Tayil** | **Osama Shehata** |
|  | **Functions and conclusion.** | select |
| Component Switch and its draw function and its action add | **GetPointClicked:** checking where the user clicks his mouth. | Component buzzer and its draw function |
| Component Bulb and its draw functionand its action add | **Ground component:** to initialize class from type ground | Component fues and its draw function |
| Function clear toolbar | **Switch component:** to initialize class from type switch | Make the component to Draw within boundary |
| Actionsave class | **Class Connection:** to initialize class from type Connection | label |
| Createdesing toolbar function | **Function isInRegion in (component.h):** to check if the user clicks in between the borders of the component image. | edit |

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| Get user action for the design toolbar | **getCompCenterx:** to return the center of the component image for x-axis | exit |
| Switch between design to simulation and back | **getCompCentery:** to return the center of the component image for y-axis |  |
| Save function in application manager and in each component | **Draw ground function:** to draw the ground component in the toolbar and in the circuit. |  |
| Made the user able to enter values for resistance/volt/status | **Draw Switch function:** to draw the Switch component in the toolbar and in the circuit. |  |
| Needed function for previous my features | **AddComponent :**to increase the number of components in component list(CompList) |  |
|  | **AddConnection:** to increase the number of connection in connection list(ConnList) |  |
|  | **isAvailable function:** (Application Manager)  To check if the user draw two components at first to connect them | Isinregion of connection |
|  | **class ActionAddLoad:** to load any circle from any file after save them or load it from a file created by the user. |  |
|  | **Function GetComponentByCoordinates : (Application Manager)** to return type of component after taking x, y. |  |
|  | **ActionAddSwitch**: to add switch to the circuit | **ActionAddBuzzer**: to add Buzzer to the circuit |

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|  | **ActionAddGround:** to add ground to the circuit. | **ActionAddFues**: to add Fues to the circuit |

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|  | **Draw Connection:** to draw connection between two components. | **ActionLabel:** to Label the components |