

Observable	
addObserver(Observer)	void
deleteObserver(Observer)	void
notifyObservers()	void
notifyObservers(Object)	void
deleteObservers()	void
setChanged()	void
clearChanged()	void
hasChanged()	boolean
countObservers()	int

Gate	
state	boolean
getState()	boolean

CircuitInput	
setValue(boolean)	void

NotGate	
update(Observable, Object)	void

AndGate	
update(Observable, Object)	void

Observer	
update(Observable, Object)	void

Probe	
show()	void
update(Observable, Object)	void

