

Model

- _table: SymbolTable*
- _evaluator: Evaluator*
- _interpolator: Interpolation*
- _partX: Partition
- _partY: Partition
- _oneDimension: bool
- _advance: bool
- timer: QTimer*

«constructor»

- + Model()
- + setInput(input: QString): void
- + setInput(points: QVector<QVector<double> >): void
- + setPart(var: char, min, max: double, count: int, type: QString): void
- + setPart(var: char, points: QVector<double>): void
- + setDimension(enable: bool): void
- + advance(): void
- messageLoop(msg: QString): void

- + timerTick(): void

- + render(): void
- + init(): void
- + clear(): void
- + addFuncPoint(pos, col: QVector3D): void
- + addInterPoint(pos, col: QVector3D): void
- + message(msg: QString): void
- + error(msg: QString): void
- + partChanged(partX, partY: QVector<double>): void