GateFactory

```
-map: Map<String, Gate>
-inner map: Map<Element, String>
```

```
+createGate(elt:Element): String
```

- +getGate(id:String): Gate
- +gateIdExists(id:String): boolean
- +getIdByElement(elt:Element): String

Gate

```
+gate_id: String
```

- +gate_name: String
- +element: Element
- +current logic value: LogicValue
- +input port ids: List<String>
- +output port ids: String
- +min_delay: long
- +max delay: long

PortFactory

```
+input_port_map: Map<String, InputPort>
+output_port_map: Map<String, OutputPort>
```

- +getInputPort(id:String): InputPort
- +getOutputPort(id:String): OutputPort
- +getInputPortIds(): List<String>
- +getOutputPortIds(): List<String>
- +containsInputPortId(id:String): boolean
- +containsOutputPortId(id:String): boolean

InputPort

+input_port_id: String

- +output_port_id: String
- +gate_id: String
- +ip: Inport

OutputPort

+output_port_id: String

+input_port_id: String

+gate id: String

+ip: Inport