

```
1  #ifndef WIRE_H
2  #define WIRE_H
3
4  #include <vector>
5  #include <queue>
6
7  using namespace std;
8
9  class Gate;
10 class Event;
11
12 class Wire
13 {
14     public:
15         // Constructor
16         Wire(int inTag);
17
18         // Destructor
19         ~Wire();
20
21         // Member function definitions
22         char getValue();
23         void setValue(char val);
24         void addToDriving(Gate* val);
25         int updateDriving(int time, priority_queue<Event*> eq, int priority);
26
27     private:
28         // Attributes
29         char value;
30         vector<Gate*> driving;
31         int tag;
32 };
33
34 #endif
```