

flowchart TD

A[用户输入\n(鼠标/手势/键盘)] --> B[CanvasInteractionManager\n(全局交互管理)]

B --> C{识别操作类型}

C --> |平移/缩放| D[更新CanvasState:\n offset/scale]

C --> |框选| E[更新Selection:\n boxSelection start/end]

C --> |点击节点区域| F[转发给 NodeInteractionManager]

C --> |点击边/连线| G[转发给 EdgeInteractionManager]

D --> H[更新画布渲染\n(CanvasRenderer)]

E --> H

F --> H

G --> H

H[Canvas重绘] --> I[展示给用户]

style A fill:#A2D2FF,stroke:#555,stroke-width:1px

style B fill:#CDB4DB,stroke:#555,stroke-width:1px

style C fill:#FFF,stroke:#999,stroke-width:1px,stroke-dasharray: 5 5

style D fill:#FDE2E4,stroke:#555,stroke-width:1px

style E fill:#FFF,stroke:#999,stroke-width:1px,stroke-dasharray: 5 5

style F fill:#FFF,stroke:#999,stroke-width:1px,stroke-dasharray: 5 5

style G fill:#FFF,stroke:#999,stroke-width:1px,stroke-dasharray: 5 5

style H fill:#BDE0FE,stroke:#555,stroke-width:1px

style I fill:#FFE5D9,stroke:#555,stroke-width:1px