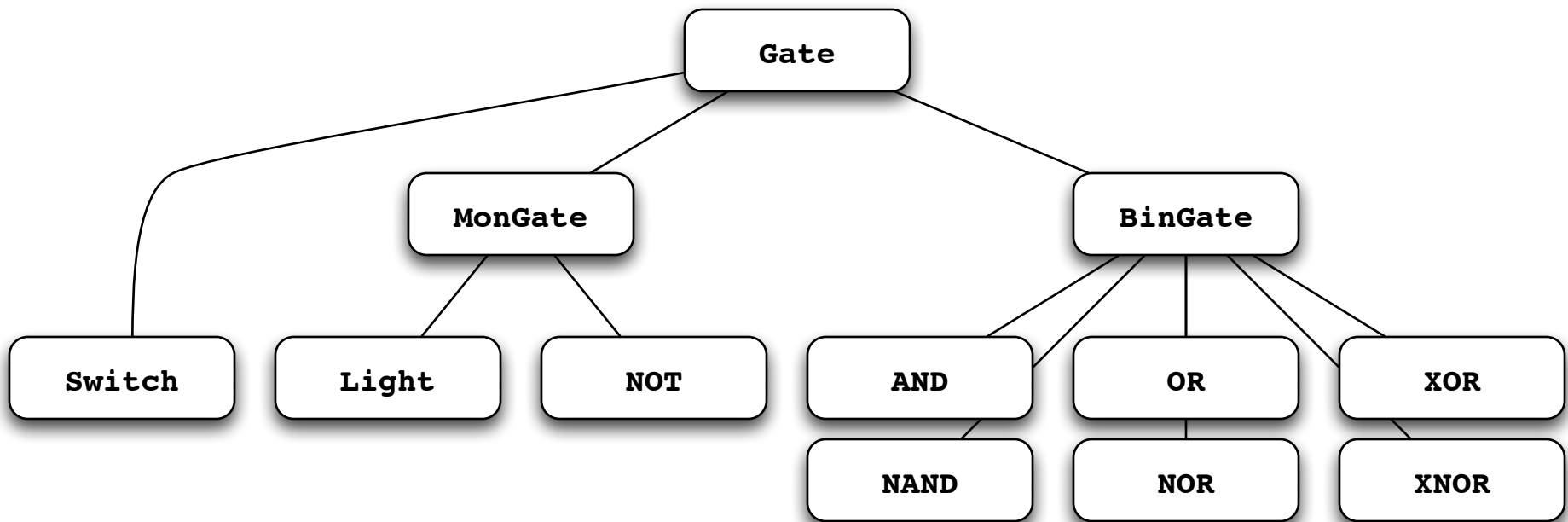


Possible Class Structure for Circuit Simulator



Fields:

- Gate arguments [1 or 2]
- GUI proxies [Switch & Light]

Methods:

- constructor(s)
- boolean value()
- void setArg(Gate g) [for lights]

These classes will need "redundant" constructors

Code hints (configuration):

```
String[] lines = textarea.getText().split("\\r?\\n");
for(String line : lines) {
    String words = line.split(" ");
    switch(words[0]) {
        case "AND": ht.put(words[1], new AND(ht.get(words[2],words[3])));
        ...
    }
}
```

Main idea: every time a switch is changed, re-e-value-ate each Light