

# ORION<sup>®</sup>

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This week we have continued on coding base classes.

## **Ilgin YARIMAĞAN**

This week I continued working on the GUI part of our project. After specifying the general layout and putting the basic components last week, this week I also constructed internal layouts such as the BorderLayout of the component pane and adjusted the buttons in it accordingly. After that I generated all the button and menu item callback methods in order to integrate different parts of the program like simulation and script and prepare gui for these parts to add their codes.

I also established the relation between the Script command line and the output show area. Finally I included the feature of adding and switching between sheets, also worked on removing them.

## **M. Ergin SEYFE**

This week I almostly finished the simulation of combinational gates. Also I searched how to simulate sequential gates and then try to simulate them. Also three-state buffer is an another concept in JHDL and in its manual, it is written that "This section coming soon!". Therefore I need to wait it

**Eren YILMAZ**

This week, I continued assisting Emin, Ilgin and Mehtap. I helped Emin in solving some problematic points in the drawing. Also, I coordinated the GUI design, helping Ilgin and Mehtap.

Towards the end of the week, I began working on ComponentGraphCell class. This class keeps the component information and will be used in data transfer from drawing to simulation. However, this class will require some configuration data which should be read from the config.ini file, and I tried to write a small configuration editor class. This will not be the final class, it will be replaced with a better class next week.

**Mehtap Ayfer PARLAK**

This week I mainly examined the Diglog file format deeply. I have learned nearly half of the file structure. Basically, Diglog keeps the number of nodes and the node values, then number of wires and the information about each wire (position of the wire, id of the wire and the node it is connected), the number of pages and labels then the number of gates, and gate informations (position of the gate, its id and id of its nodes). Until next week, I will examine how the page and label information is kept.

Meanwhile I added toolbar icons to our GUI and find proper component images.

**Emin ÖZCAN**

This week, i have completed line drawing and keeping the line object. Now, selected line key value is returned. Therefore, any line can be removed from the line hashtable .Also,i smooth line drawing is finished. After,I have started to the Component drawing. But due to some compiling run time errors,it is not working properly.