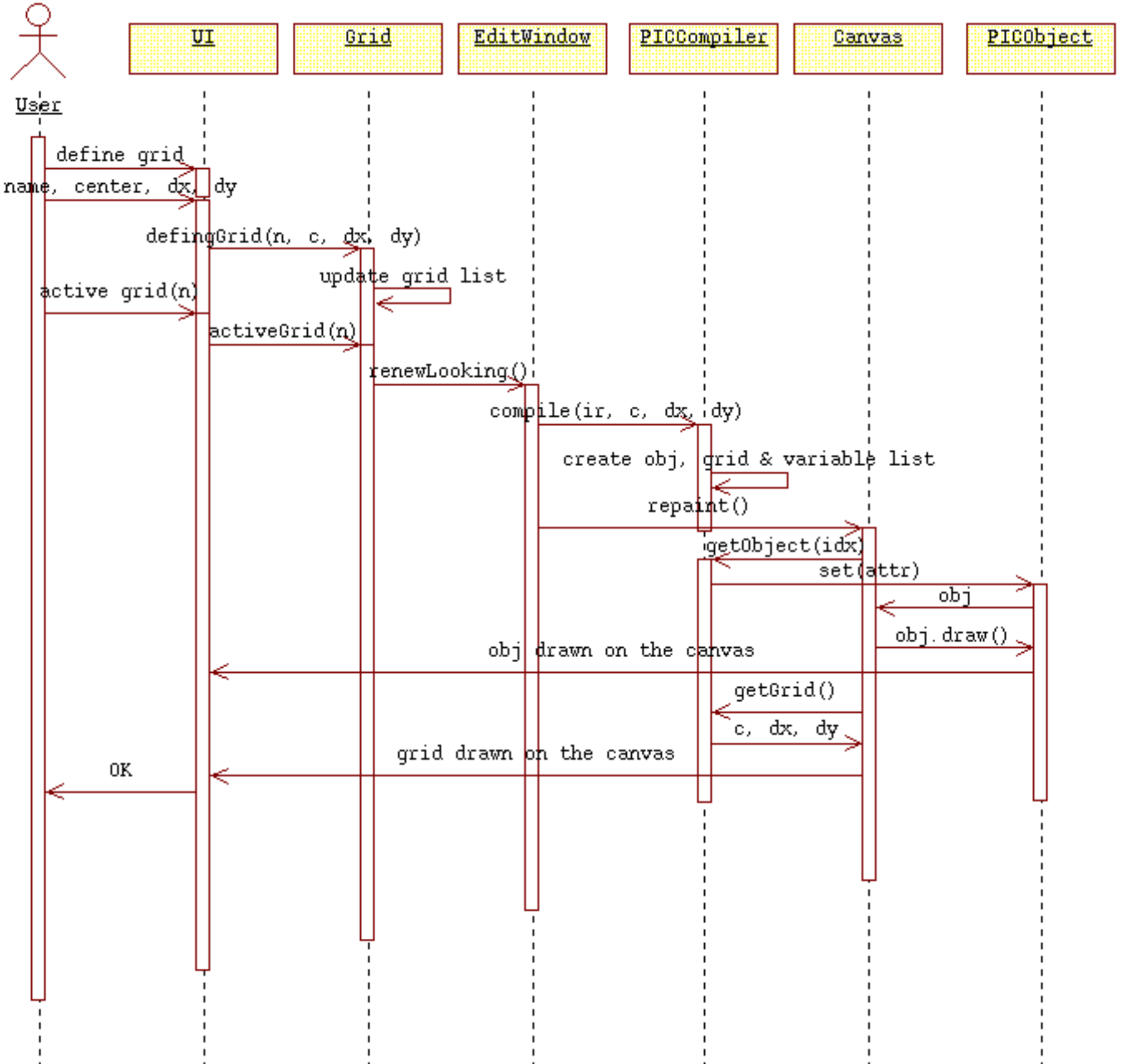
UI
Grid
EditWindow
PICCompiler
Canvas
PICObject
User
define grid
name, center, dx, dy
defineGrid(n, c, dx, dy)
update grid list
active grid(n)
activeGrid(n)
renewLooking()
compile(ir, c, dx, dy)
create obj, grid & variable list
repaint()
getObject(idx)
set(attr)
obj
obj.draw()
obj drawn on the canvas
getGrid()
c, dx, dy
grid drawn on the canvas
OK