



This is a representative selection of the methods in all classes. No fields are shown. With all fields and methods all classes wouldn't fit into A4.

NOTES: Identifier objects are used in every transaction to assign numbers to transactions' flows. There is also an identifier in the Tavi class, which is used to give identifier values to transactions and servers (both which are 'global', i.e. not limited to one transaction). There is no connection between the Tavi's Identifier and Transactions' so-called flow identifiers.

Also, Variable class is used in two places. In TransactionManager the Variables are global variables (known to all objects in the graph), and in Transaction the variables are local to the transaction where they are located. There is no connection between these two variable types.

Dialog handling is done using TaviDialogs class. It has methods to create specific dialogs and to handle events caused by these dialogs. Two dialogs can be visible at the same time, but it is recommended to use only one at a time.

StateHandler handles all TaviCanvas-related events. Basic window management is done in Tavi and TaviDialogs. Some dialogs will be closed after a certain amount of time has passed. Timer is used to handle the timing for these windows as well as closing these windows.