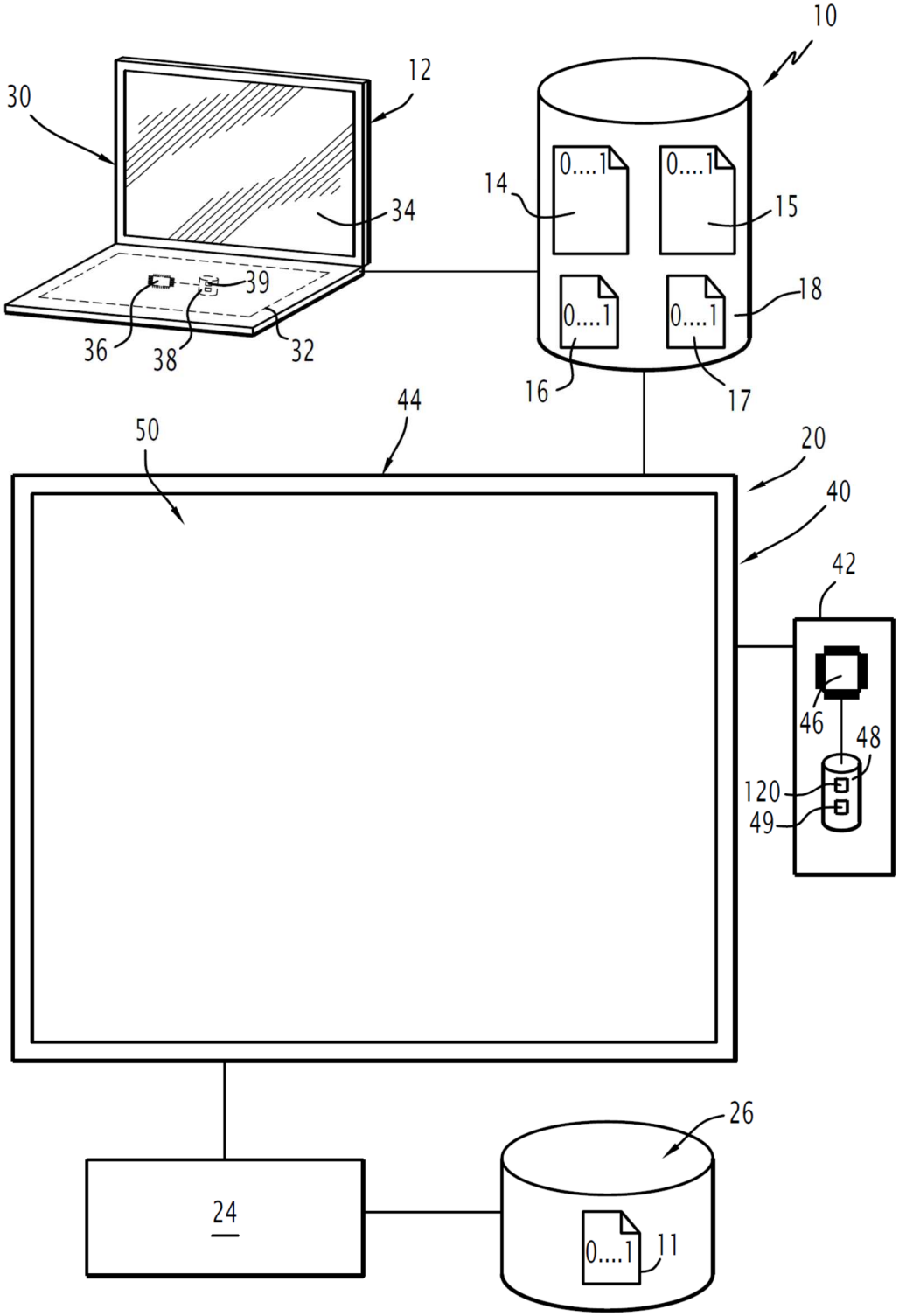

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FIG.1

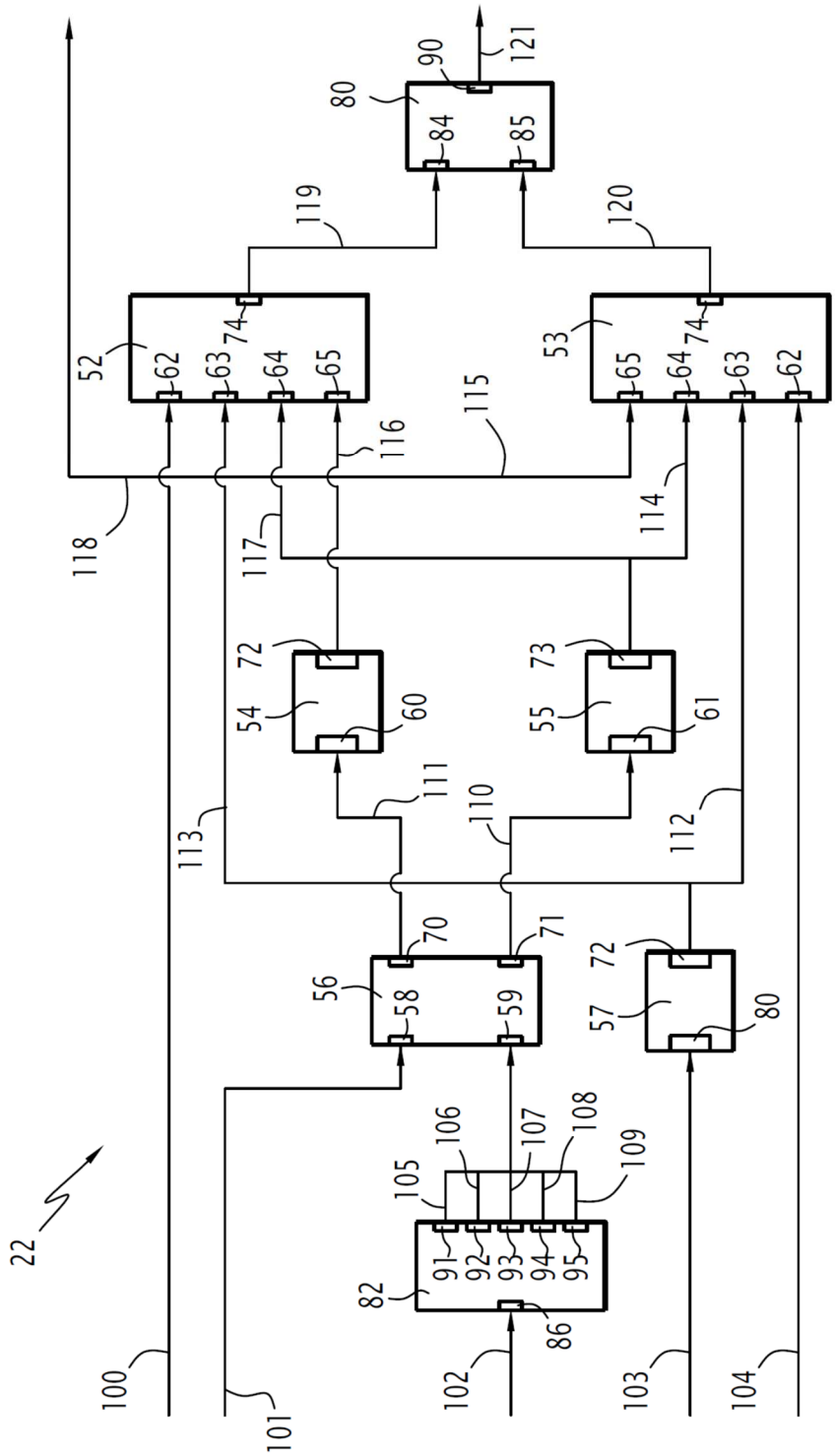

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FIG.2

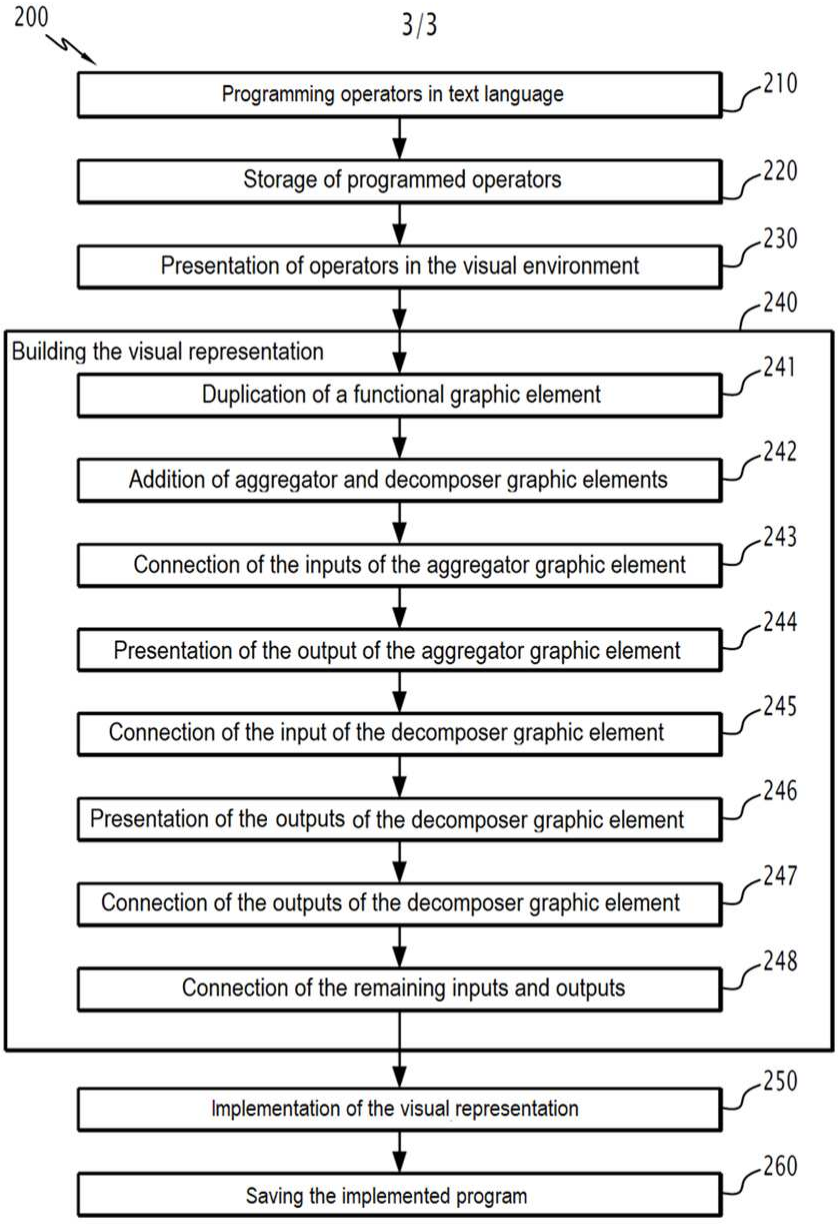

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Programming operators in text language
210
Storage of programmed operators
220
Presentation of operators in the visual environment
230
240
Building the visual representation
Duplication of a functional graphic element
241
Addition of aggregator and decomposer graphic elements
242
Connection of the inputs of the aggregator graphic element
243
Presentation of the output of the aggregator graphic element
244
Connection of the input of the decomposer graphic element
245
Presentation of the outputs of the decomposer graphic element
246
Connection of the outputs of the decomposer graphic element
247
Connection of the remaining inputs and outputs
248
Implementation of the visual representation
250
Saving the implemented program
260

FIG.3