1. Please enhance your logic simulation program to support the following features:
   (a) Enable your program to use the left button of the mouse to move a selected device from one position to another. Please use a drag and drop operation to perform a move. [3 points]
   (b) When a device is selected, it should be displayed with a bounding box (e.g., 🟢). Please apply a Template Method to draw the bounding box. For example, you may design your `draw()` function as a Template Method in the device base class; the `draw()` function can be implemented to selectively draws the bounding box (if selected) and then calls a concrete `doDraw()` operation to accomplish the drawing of a concrete device. [3 points]
   (c) Support the ability of selecting and moving more than one device at a time (note: this is not a grouping operation; the selected devices do not have to be grouped). [3 points]
   (d) When simulation is performed, it is usually unnecessary for a user to know the truth table and propagation delay at the same time. Therefore, it is better to simulate them separately. In the previous homework, you already have a GUI that activates simulation (let’s call this GUI `run`). Please add another GUI (e.g., buttons) to allow the user to select the simulation mode. There are, of course, two modes, namely the truth table mode and the propagation delay mode. When truth table mode is selected, the `run` GUI activates simulation and reports only the truth table of the current circuit. When the propagation delay mode is selected, the `run` GUI, on the other hand, activates simulation and reports only the propagation delay of the current circuit. [3 points]

2. You should make your logic simulation program described above as robust as possible. That is it should not easily get crashed and there are no obvious bugs or memory leaks. [4 points]

3. Please keep your unit tests running. You do not need to add any new tests for the new programs written in this homework. However, you should maintain your unit test programs written for homework #4. [3 points]

4. Draw the class diagram of your implementation. You do not need to draw the class diagram for unit tests. You should simplify the drawing of your class diagram by ignoring unimportant member variables or functions. [3 points]