

```

+--+-----+ | - locations: string[] | # Name: string | | -
Incident Types: string[] | # Speed: int | +-----+
+-----+ | + Generate Random Incident(): Incident | +
Can Handle(string): bool (abstract) | | +
Find Available Unit(List<Emergency Unit>, string): Emergency Unit | +
Respond To Incident(Incident): void (abstract) | | + Run Simulation(): void | +
To String(): string (override) | | + Get Unit Speed From User(string): int |
+-----+ +-----+ ^ | (Inheritance)
+-----+-----+-----+ | | |
+-----+-----+-----+ | Police | Firefighter
| Ambulance | +-----+-----+-----+ | | | |
+ Can Handle(string): bool (override) | + Can Handle(string): bool (override) | +
Can Handle(string): bool (override) | | + Respond To Incident(Incident): void (override)
| + Respond To Incident(Incident): void (override) | +
Respond To Incident(Incident): void (override) |
+-----+-----+-----+ +-----+ |
Incident | +-----+ | + Type: string | + Location: string | +-----+
| + To String(): string (override) | +-----+ +-----+ | Program |
+-----+ | + Main(string[]): void | +-----+ ^ | (Uses)
+-----+ | +-----+ | Simulation |
-----+ Aggregation +-----+ |
Simulation |-----| Emergency Unit | +-----+

```