Entity3D [+] Color getColor() [+] Entity3D setCenter(Point3D _center) [+] Entity3D setColor (Color _color) [+] Entity3D setName (String _name) [+] Entity3D setOrientation(int orientation) [+] *Entity3D()* [+] Entity3D (Point3D position, Color color) [+]Entity3D(SimpleVector3D vposition, Color color) [+] Point3D getCenter() [+] Point3D getPosition() [+]Point3D getSize() [+] SimpleVector3D getVector() [+] String getId() [+] String getKey() [+] String getName() [+] String getType() [+]boolean contains (Point3D p) [+]boolean isAvailable() [+] double getCapacity() [+] double getMaxCapacity() [+] final Entity3D setPosition(Point3D p) [+] final Entity3D setPosition(SimpleVector3D p) [+] final Entity3D setSize (Point3D p) [+]int compare(Entity3D one, Entity3D other) [+]int compareTo(Entity3D other) [+]int getDimension() [+]int getOrientation() [+] void setAvailable (boolean _available) [+] void setCapacity (double _capacity) [+] void setKey(String _key) [+] void setMaxCapacity(double _maxCapacity) [+] void setType (String _type)

Thing

- [+] JsonObject getMinimalPerceptions()
- [+] JsonObject getPerceptions()
- [+] JsonObject toJson()
- [+] Map2DColor getSurface()
- [+] SensorDecoder Raw()
- [+] String getBelongsTo()
- [+] String toString()
- [+] Thing addSensor(Perceptor p)
- [+] Thing placeAtSurface(Point3D p)
- [+] Thing setSurface (Map2DColor cartography)
- [+] Thing (String name, World w)
- [+] World getWorld()
- [+]boolean isHasAirport()
- [+]boolean isHasHeliport()
- [+]boolean isHasPort()
- [+]int sizePerceptions()
- [+] void fromJson (JsonObject o)
- [+] void readPerceptions()
- [+] void setBelongsTo (String _belongsTo)
- [+]void setHasAirport(boolean hastAirport)
- [+] void setHasHeliport(boolean hasHeliport)
- [+] void setHasPort (boolean hasPort)

Scheduler

- [+] Layout2D getMap()
- [+] ThingSet getDeliveries()
- [+] ThingSet getOrder()
- [+] ThingSet getResources ()
- [+] TimeTable solveQuick()
- [+] void setDeliveries (ThingSet Deliveries)
- [+] void setMap (Layout2D Map)
- [+] void setOrder (ThingSet Order)
- [+] void setResources (ThingSet Resources)

ThingSet

- [+] ArrayList<String> getAllBelong()
- [+] ArrayList<String> getAllNames()
- [+] ArrayList<String> getAllPosition()
- [+] ArrayList<String> getAllTypes()
- [+] ArrayList<Thing> getAllThings()
- [+]ArrayList<Thing> splitListByBelong(String type)
- [+]ArrayList<Thing> splitListByType(String type)
- [+] JsonObject toJson()
- [+] Ontology getOntology()
- [+] String getTypeFilter()
- [+] Thing getThing (String name)
- [+] ThingSet addThing (JsonObject jsothing)
- [+] ThingSet addThing (Thing t)
- [+] ThingSet fromJson (JsonArray reading)
- [+] ThingSet reIndexThing (Thing t)
- [+] ThingSet removeThing (Thing t)
- [+] ThingSet setTypeFilter(String typeFilter)
- [+] ThingSet splitSetByType (String type)
- [+]boolean belongs (Thing t)
- [+]boolean loadFromTSVFile(String filename)
- [+] int size()
- [+]void clear()
- [+] void setOntology (Ontology ontology)

TimeTable

- [+]ArrayList<Assignment> **getAlloCurrences**(String resource)
- [+] Assignment getEarlierAssignment (int time)
- [+] Assignment getLast (String name)
- [+] String getSolution (String who)
- [+]int getMakespan()
- [+]int getNAgents()
- [+]int getNOccurrences (String resource)
- [+] void addAssignment(Assignment a)