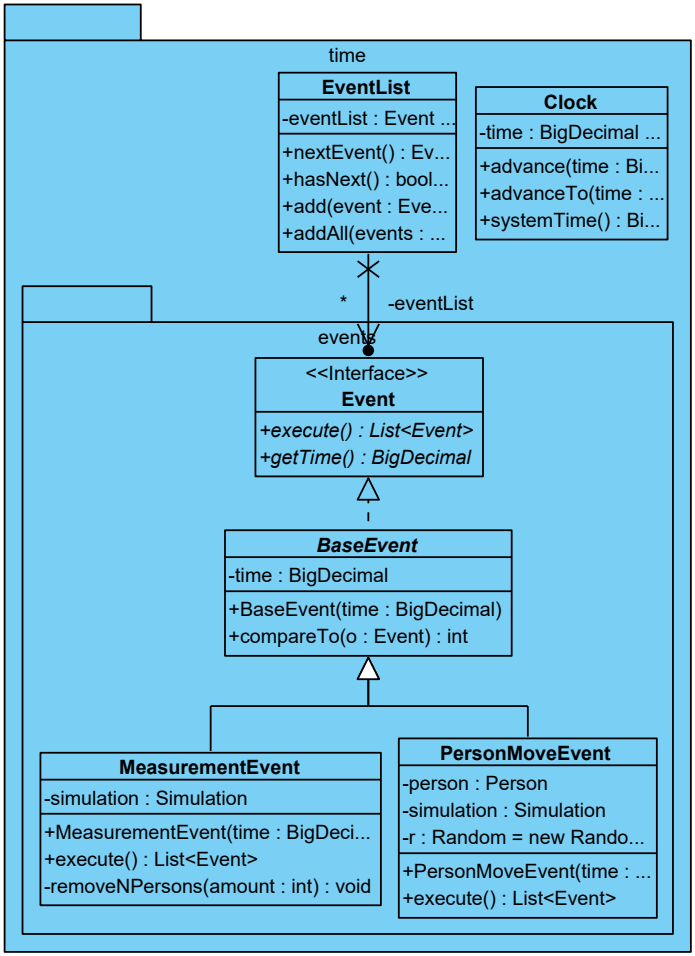
time
EventList
-eventList : Event ...
+nextEvent() : Ev...
+hasNext() : bool...
+add(event : Eve...
+addAll(events : ...
Clock
-time : BigDecimal ...
+advance(time : Bi...
+advanceTo(time : ...
+systemTime() : Bi...
*
-eventList
events
<<Interface>>
Event
+execute() : List<Event>
+getTime() : BigDecimal
BaseEvent
-time : BigDecimal
+BaseEvent(time : BigDecimal)
+compareTo(o : Event) : int
MeasurementEvent
-simulation : Simulation
+MeasurementEvent(time : BigDeci...
+execute() : List<Event>
-removeNPersons(amount : int) : void
PersonMoveEvent
-person : Person
-simulation : Simulation
-r : Random = new Rando...
+PersonMoveEvent(time : ...
+execute() : List<Event>