

Simulator::Object

```
classDiagram
    class SimulatorObject["Simulator::Object"]
    class SimulatorCDMAObject["Simulator::CDMA::Object"]
    class SimulatorCDMANode["Simulator::CDMA::Node"]
    class SimulatorCDMADirectoryBottom["Simulator::CDMA::DirectoryBottom"]
    class SimulatorCDMARootDirectory["Simulator::CDMA::RootDirectory"]
    SimulatorObject <|-- SimulatorCDMAObject
    SimulatorCDMAObject <|-- SimulatorCDMANode
    SimulatorCDMANode <|-- SimulatorCDMADirectoryBottom
    SimulatorCDMADirectoryBottom <|-- SimulatorCDMARootDirectory
```

The diagram illustrates a class hierarchy. At the top is the base class 'Simulator::Object', which is enclosed in a dashed-line box. Below it are four subclasses, each in a solid-line box: 'Simulator::CDMA::Object', 'Simulator::CDMA::Node', 'Simulator::CDMA::DirectoryBottom', and 'Simulator::CDMA::RootDirectory'. Vertical arrows point upwards from each subclass to its immediate superclass, indicating inheritance. The hierarchy is as follows: 'Simulator::CDMA::RootDirectory' inherits from 'Simulator::CDMA::DirectoryBottom', which inherits from 'Simulator::CDMA::Node', which inherits from 'Simulator::CDMA::Object', which finally inherits from 'Simulator::Object'.

Simulator::CDMA::Object

Simulator::CDMA::Node

Simulator::CDMA::DirectoryBottom

Simulator::CDMA::RootDirectory