Object

-ID: const int
-list_of_products: vector<Product*>

+void addProduct(const Product *)
+void removeProduct(Product *)
+void removeProduct(int _id)
+int getId()
-virtual void setId()
+virtual string report()

Deliverer

-probalility: vector<Receiver *>
-list_of_receivers: vector<Receiver *>

+void addReceiver(Receiver *)

Receiver

-list_of_deliverers: verctor<Deliverer *>

+void addDeliverer(Delieverer *)

Ramp

-TIME_OF_DELIVERY: const int
-number_of_Ramps: static int

+string report()

Worker

-PROCESSING_TIME: const int
-number_of_Workers: static int

+string report()

Warehouse

-numbers_of_Warehouse: static int

+string report()

Product

-ID: const int
-time_of_getting_warehouse: int

+int getId()
+void addTimeOfGettingWarehouse()
+int getTimeOfGettingWarehouse()

Report

-list_of_reports: vector<string>

+string allReports()
+ostream& operator<<(ostream &)

Report_Ramp

+string addReport(Ramp*)

Report_Worker

+string addReport(Worker*)

Report_Warehouse

+string addReport(Warehouse*)

Report_All

+Report_State(const Network &, ostream &)
+Report_Framework(const Network &, ostream &)

Network

-list_of_Objects: vector<Object *>

+bool addObject(Object *)
+bool removeObject(Object *)
+bool Load_elements_from_file(istream &, Network &)
+bool Save_elements_to_file(istream &, const Network &)

Simulation

-number_of_cycles: int
-raport_at_cycle: vector<int>

+void startSimulation(Network *)
+void finishSimulation(Network *)