```
multiscale::NumberIterator
   # isInitialised
   # upperBound
   + NumberIterator()
   + ~NumberIterator()
   + init()
   + hasNext()
   + number()
   + reset()
   initialise()

    hasNextInitialised()

    hasNextNotInitialised()

   resetCurrentNumber()
                   -entitiesIterator
multiscale::video::
RectangularEntityCsvToInput
          FilesConverter

    inputFilepath

    outputFilepath

    height

    width

    nrOfEntities

- maxNrOfEntitiesPerPosition
+ RectangularEntityCsvToInput
FilesConverter()
+ ~RectangularEntityCsvToInput
FilesConverter()
+ convert()
initInputFile()
- initOutputFile()
- initIterators()

    validateMaxNrOfEntitiesPer

Position()
validateInput()
validateInputLine()

    processInputFile()

processLine()
splitLineInCoordinates()
computeSimulationTime()

    computeCoordinate()

    validateSimulationTime()

- validateCoordinate()

    validateEntitiesGrid()
```