Optimum.SublayerLocation

- + nameOfOverlay
- + listWithLocation+ iconOfOverlay
- + overlay
- + SublayerLocation()
- + SublayerLocation()

 $-_sublayerBorderPointsTerritory$

Optimum.FileValidator

- cultureInfo
- NOT EXTST FILE
- NOT CSV FILE
- NULT NAME FILE
- FILE READ ONLY
- FILE EMPTY
- FILE HAS BIG SIZE
- SUCCESSFUL LOAD
- COORDINATES_OUTSIDE
- TERRITORY -
- UNSUCCESSFUL_ATTEMPT READ DATA
- COUNT OF BOUNDARY POINTS
- LESS THREE
- VALUE_OF_CRITERION
- _LESS_THAN_ZERO
 COUNT OF CRITERION
- LESS THAN TWO
- + FileValidator()
- + ValidateUserFileCSV()
- + ValidateUserFileTerritory()
- + ValidateUserFileFacility()+ ValidateUserFilePolygons()
- + FileValidationCreateCSV()
- + WriteToFileInfoOptimumZones()
- + ValidateUserFileNorma()