AABattleSimulator

~ attackClone : int[] ~ defenseClone : int[] ~ diceRoll : int ~ simulationLength : int

~ simulationLengt!
~ aInfantry: int
~ aArtillery: int
~ aFighters: int
~ aBombers: int
~ dInfantry: int
~ dArtillery: int
~ dTank: int
~ dFighters: int
~ dBombers: int
~ dBombers: int
~ dAA: int
~ numAA: int ~ numAA : int

- + AABattleSimulator(attack:int[],
- defense:int[])
 + AABattleSimulator(attack:int[],
 defense:int[], AA:int)
 + run() : double
 + run2(): double
- + setSimulationLength(len:int):void
- + rollDice(): void