

desmoj.core.simulator.Time
Span.getTimeRounded

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graph LR; A[desmoj.core.simulator.TimeSpan.getTimeRounded] --> B[desmoj.core.simulator.TimeOperations.getEpsilon]; A --> C[desmoj.core.simulator.TimeSpan.getTimeTruncated];
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desmoj.core.simulator.Time
Operations.getEpsilon

desmoj.core.simulator.Time
Span.getTimeTruncated