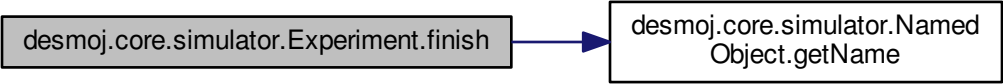


desmoj.core.simulator.Experiment.finish



```
graph LR; A[desmoj.core.simulator.Experiment.finish] --> B[desmoj.core.simulator.NamedObject.getName];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'desmoj.core.simulator.Experiment.finish'. The right box is white and contains the text 'desmoj.core.simulator.NamedObject.getName' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

desmoj.core.simulator.Named  
Object.getName