

desmoj.core.simulator.Time
Operations.diff

```
graph LR; A[desmoj.core.simulator.TimeOperations.diff] --> B[desmoj.core.simulator.TimeInstant.isAfter]; A --> C[desmoj.core.simulator.TimeInstant.getTimeInEpsilon];
```

The diagram illustrates a call to the `diff` method of the `TimeOperations` class. This method is shown in a grey box on the left. Two blue arrows originate from the right side of this box, pointing to two separate white boxes on the right. The top white box contains the text `desmoj.core.simulator.TimeInstant.isAfter`, and the bottom white box contains the text `desmoj.core.simulator.TimeInstant.getTimeInEpsilon`. This suggests that the `diff` method internally calls both of these methods.

desmoj.core.simulator.Time
Instant.isAfter

desmoj.core.simulator.Time
Instant.getTimeInEpsilon