<<Interface>>
ScenarioElement

~ getShape () : VShape
~ getId () : int
~ getType () : ScenarioElementType
~ clone () : ScenarioElement
~ getAttributes () : Attributes

<<Interface>>
DynamicElement

StaticElements

Obstacle

- attributes : AttributesObstacle

Source

- attributes : AttributesSource

Target

- attributes : AttributesTarget
- enteringTimes : Map<Integer, Double>
- targetListeners : Collection<TargetListener

...

Agent

- source : Source
- targetIds : LinkedList<Integer>
- nextTargetListIndex : int
- idAsTarget : int
- attributes : AttributesAgent
- position : VPoint
- velocity : Vector2D
- freeFlowSpeed : double

Pedestrian

- isChild : boolean
- isLikelyInjured
- groupIds : LinkedList<Integer>

Horse

Car

Inheritance
Inheritance
Inheritance
Inheritance
Inheritance
Inheritance

Attributes

Models
- AttributesOSM
- AttributesSFM
- AttributesGNM
- AttributesOVM
- ...

Inheritance

AttributesDynamicElement
- id : int
- + getId () : int

Inheritance

AttributesAgent
- radius : double
- densityDependentSpeed : boolean
- speedDistributionMean : double
- speedDistributionStandardDeviation : double
- minimumSpeed : double
- maximumSpeed : double
- acceleration : double

Inheritance

StaticElements
- AttributesTarget
- AttributesSource
- AttributesObstacle
- ...

Inheritance

AttributesCar
- length : double
- width : double
- direction : Vector2D

AttributesHorse
- length : double
- width : double
- direction : Vector2D

Simulation

-mitgliedsName
-mitgliedsName

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TopographyController

-mitgliedsName
-mitgliedsName

Topography

- attributes : AttributesTopography
- sources : List<Source>
- targets : LinkedList<Target>
- obstacles : LinkedList<Obstacle>
- pedestrians : DynamicElementContainer<Pedestrian>
- cars : DynamicElementContainer<Car>
- horses : DynamicElementContainer<Horse>