

## SaveStateInterface

- + virtual void saveToFile  
(std::string &path, UAR  
\*uar, bool \*simulation,  
State::TypGenerators \*typ,  
GeneratorProstokatny \*gen  
\_pros, GeneratorSinusoida \*gen\_sin)=0
- + virtual void readFromFile  
(std::string &path, UAR  
\*uar, bool \*simulation,  
State::TypGenerators \*typ,  
GeneratorProstokatny \*gen  
\_pros, GeneratorSinusoida \*gen\_sin)=0