

## Generator

```
# double amplitude  
# uint16_t samples_per  
_cycle  
# double bias  
# uint16_t internal_clock  
  
+ Generator()  
+ virtual double tick()=0  
+ void setAmplitude(double  
amplitude)  
+ void setSamplesPerCycle  
(uint16_t samples_per  
_cycle)  
+ void setBias(double  
bias)  
+ double getAmplitude  
() const  
+ uint16_t getSamplesPerCycle  
() const  
+ double getBias() const  
+ void resetClock()  
# double advanceClockAndReturn  
(double)
```



## GeneratorSkokJednostkowy

```
+ GeneratorSkokJednostkowy()  
+ void setActivationTime  
(uint32_t activation_time  
_ticks)  
+ uint32_t getActivationTime  
() const  
+ double tick() override  
+ void resetClock()
```