## Captain::IEventRecordable

- IEventRecordable()
- + ~IEventRecordable()
- + IEventRecordable()
- + operator=()
- + Record()
- + FlushRecordings()
- + GetFilePath()

## Captain::StationRecordInfo

- + TimeStamp
- + Type
- + VehicleID
- + StationID
- + paxin
- + paxout
- + pax

+RecordInfo

## Captain::Node::Station

- + Station()
- + ~Station()
- + Station()
- + Station()
- + operator=()
- + operator=()
- + GetParkPositionVector()
- + Identifier()
- + ReserveParkingPosition()
- + UpdatePosition()
  and 9 more...