

TEST_CASE

Captain::ExecutableNodeGeneration

Captain::Engine::AddEvent

Captain::Engine::AddIntersectionLink

Captain::Engine::AddNode
Message

Captain::Engine::AddRoutes

Captain::Engine::AddSinkUnit

Captain::Engine::AddSourceUnit

Captain::Engine::AddStation

Captain::Engine::AddUniformLink

Captain::calculateProbability
VectorSinkWithSegments

Captain::calculateProbability
VectorSourceWithSegments

Captain::Engine::ExecuteSink

Captain::Engine::Execute
Source

Captain::Engine::Execute
Uniform

Captain::Engine::Extract
Vehicle

Captain::Engine::FlushRecordings

AgentsArr::getAgents

AgentsArr::getAgentsOpt

AgentTypesArr::getAgentType

IntersectionNode::getConnections

connection::getConnId

InputAgents::getDepTime

InputMessage::getEtime

EventArr::getEvents

connection::getFromLane

connection::getFromLink

InputAgents::getId

InputMessage::getId

InputStation::getId

InputLane::getID

IntersectionNode::getId

InputStation::getLaneRef

port::getLinkId

InputStation::getLinkRef

IntersectionNode::getLinks

LinkArr::getLinks

InputAgents::getLinkSeq

ModeArr::getModeArr

InputMessage::getMsg_type

InputMessage::getNode_id

NodeArr::getNodes

InputAgents::getNodeSeq

ODMatrix::getODmatrix

IntersectionNode::getPhase
Length

IntersectionNode::getPhase
Offset

IntersectionNode::getPhase
Order

IntersectionNode::getPhase
Table

InputStation::getPos

MessageArr::getRegionMessage

