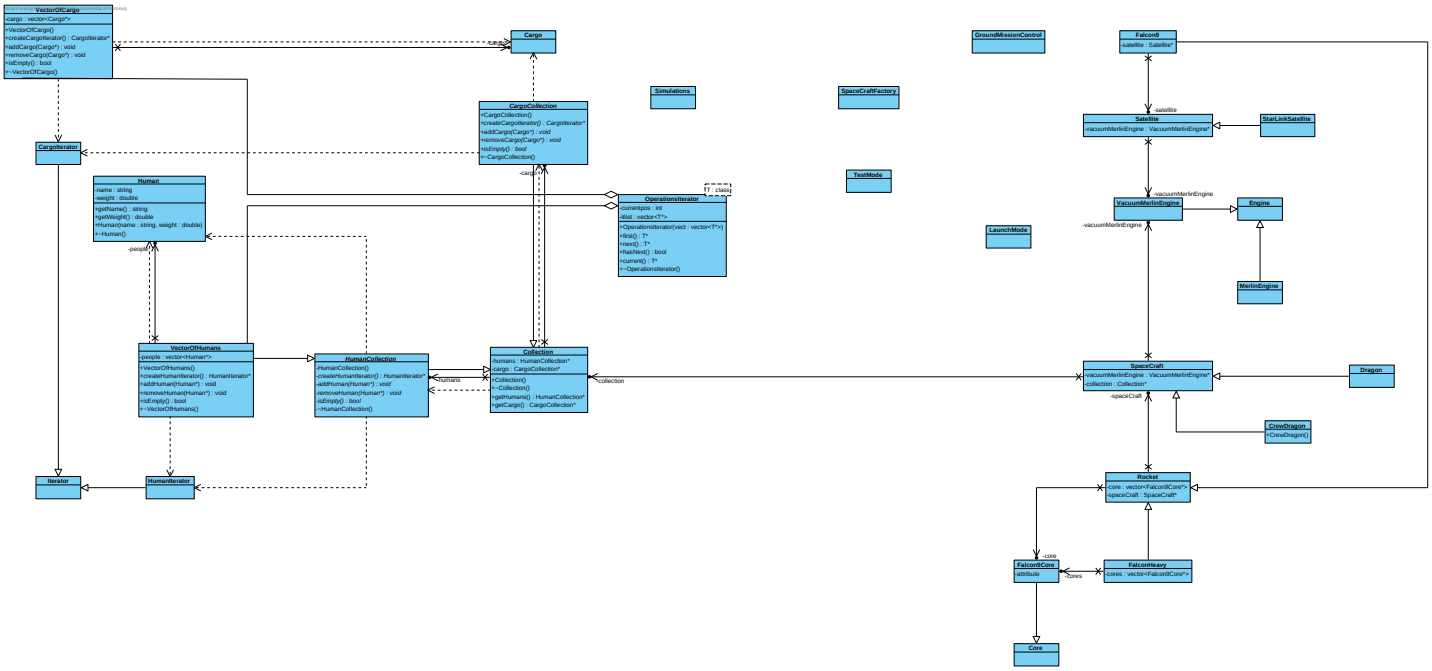
VectorOfCargo
-cargo : vector<Cargo*>
+VectorOfCargo()
+createCargoIterator() : CargoIterator
+addCargo(Cargo*) : void
+removeCargo(Cargo*) : void
+isEmpty() : bool
+~VectorOfCargo()
-cargo
Cargo
CargoCollection
+CargoCollection()
+createCargoIterator() : CargoIterator*
+addCargo(Cargo*) : void
+removeCargo(Cargo*) : void
+isEmpty() : bool
+~CargoCollection()
-cargo
CargoIterator
Simulations
SpaceCraftFactory
TestMode
LaunchMode
GroundMissionControl
Human
-name : string
-weight : double
+getName() : string
+getWeight() : double
+Human(name : string, weight : double)
+~Human()
-people
OperationsIterator
T : class
-currentpos : int
-dlist : vector<T*>
+OperationsIterator(vect : vector<T*>)
+first() : T*
+next() : T*
+hasNext() : bool
+current() : T*
+~OperationsIterator()
VectorOfHumans
-people : vector<Human*>
+VectorOfHumans()
+createHumanIterator() : HumanIterator*
+addHuman(Human*) : void
+removeHuman(Human*) : void
+isEmpty() : bool
+~VectorOfHumans()
HumanCollection
+HumanCollection()
-createHumanIterator() : HumanIterator*
-addHuman(Human*) : void
-removeHuman(Human*) : void
-isEmpty() : bool
-~HumanCollection()
-humans
Collection
-humans : HumanCollection*
-cargo : CargoCollection*
+Collection()
+~Collection()
+getHumans() : HumanCollection*
+getCargo() : CargoCollection*
-collection
Iterator
HumanIterator
Falcon9
-satellite : Satellite*
-satellite
Satellite
-vacuumMerlinEngine : VacuumMerlinEngine*
StarLinkSatellite
-vacuumMerlinEngine
VacuumMerlinEngine
-vacuumMerlinEngine
Engine
MerlinEngine
SpaceCraft
-vacuumMerlinEngine : VacuumMerlinEngine*
-collection : Collection*
-spaceCraft
Dragon
CrewDragon
+CrewDragon()
Rocket
-core : vector<Falcon9Core*>
-spaceCraft : SpaceCraft*
-core
Falcon9Core
-attribute
-cores
FalconHeavy
-cores : vector<Falcon9Core*>
Core