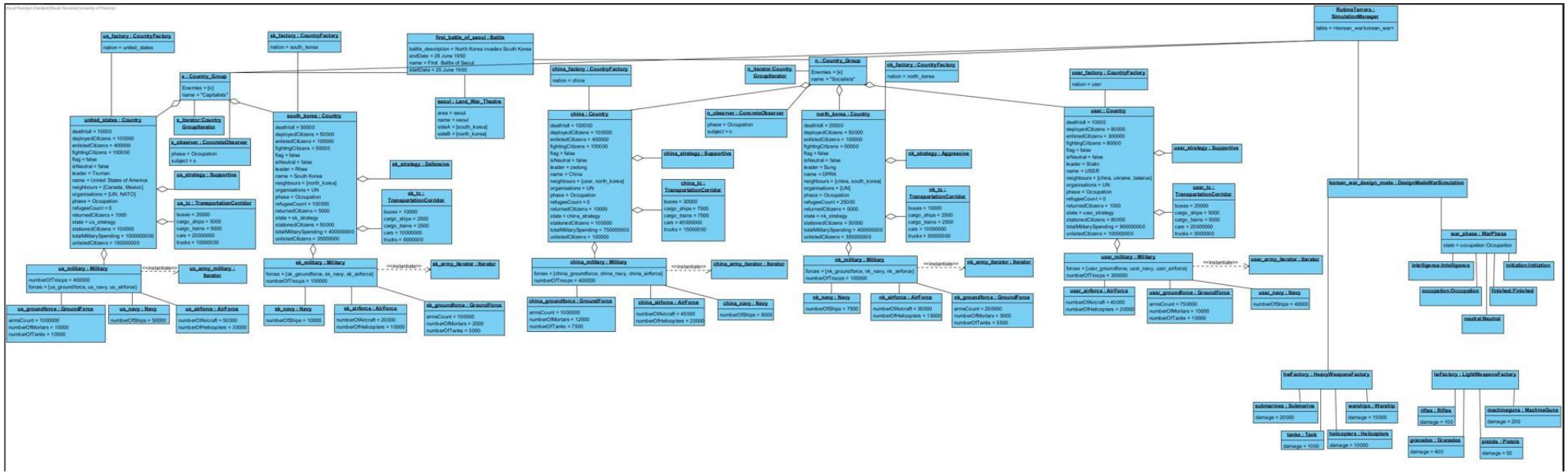
Visual Paradigm Standard(Studio Ronald(University of Pretoria))
RudimaTerrora : SimulationManager
table = <korean_warkorean_war>
us_factory : CountryFactory
nation = united_states
sk_factory : CountryFactory
nation = south_korea
first_battle_of_seoul : Battle
battle_description = North Korea invades South Korea
endDate = 28 June 1950
name = First Battle of Seoul
startDate = 25 June 1950
s : Country_Group
Enemies = [n]
name = "Capitalists"
s_iterator:Country GroupIterator
s_observer : ConcreteObserver
phase = Occupation
subject = s
us_strategy : Supportive
seoul : Land_War_Theatre
area = seoul
name = seoul
sideA = [south_korea]
sideB = [north_korea]
china_factory : CountryFactory
nation = china
n_iterator:Country GroupIterator
n : Country_Group
Enemies = [s]
name = "Socialists"
nk_factory : CountryFactory
nation = north_korea
usar_factory : CountryFactory
nation = usar
united_states : Country
deathtoll = 10000
deployedCitizens = 100000
enlistedCitizens = 400000
fightingCitizens = 100000
flag = false
isNeutral = false
leader = Truman
name = United States of America
neighbours = [Canada, Mexico]
organisations = [UN, NATO]
phase = Occupation
refugeeCount = 0
returnedCitizens = 1000
state = us_strategy
stationedCitizens = 100000
totalMilitarySpending = 1000000000
unlistedCitizens = 150000000
us_tc : TransportationCorridor
buses = 20000
cargo_ships = 5000
cargo_trains = 5000
cars = 20000000
trucks = 10000000
us_military : Military
numberOfTroops = 400000
forces = [us_groundforce, us_navy, us_airforce]
<<instantiate>>
us_army_military : Iterator
us_groundforce : GroundForce
armaCount = 15000000
numberOfMortars = 10000
numberOfTanks = 10000
us_navy : Navy
numberOfShips = 50000
us_airforce : AirForce
numberOfAircraft = 50000
numberOfHelicopters = 30000
south_korea : Country
deathtoll = 50000
deployedCitizens = 50000
enlistedCitizens = 100000
fightingCitizens = 50000
flag = false
isNeutral = false
leader = Rhee
name = South Korea
neighbours = [north_korea]
organisations = UN
phase = Occupation
refugeeCount = 100000
returnedCitizens = 5000
state = sk_strategy
stationedCitizens = 50000
totalMilitarySpending = 400000000
unlistedCitizens = 35000000
sk_strategy : Defensive
sk_tc : TransportationCorridor
buses = 10000
cargo_ships = 2500
cargo_trains = 2500
cars = 10000000
trucks = 5000000
sk_military : Military
forces = [sk_groundforce, sk_navy, sk_airforce]
numberOfTroops = 100000
<<instantiate>>
sk_army_Iterator : Iterator
sk_navy : Navy
numberOfShips = 10000
sk_airforce : AirForce
numberOfAircraft = 20000
numberOfHelicopters = 10000
sk_groundforce : GroundForce
armaCount = 150000
numberOfMortars = 2000
numberOfTanks = 3000
china : Country
deathtoll = 100000
deployedCitizens = 100000
enlistedCitizens = 400000
fightingCitizens = 100000
flag = false
isNeutral = false
leader = zedong
name = China
neighbours = [usar, north_korea]
organisations = UN
phase = Occupation
refugeeCount = 0
returnedCitizens = 10000
state = china_strategy
stationedCitizens = 100000
totalMilitarySpending = 750000000
unlistedCitizens = 100000
china_strategy : Supportive
china_tc : TransportationCorridor
buses = 30000
cargo_ships = 7500
cargo_trains = 7500
cars = 40000000
trucks = 15000000
china_military : Military
forces = [china_groundforce, china_navy, china_airforce]
numberOfTroops = 400000
<<instantiate>>
china_army_Iterator : Iterator
china_groundforce : GroundForce
armaCount = 1000000
numberOfMortars = 12500
numberOfTanks = 7500
china_airforce : AirForce
numberOfAircraft = 45000
numberOfHelicopters = 20000
china_navy : Navy
numberOfShips = 6000
n_observer : ConcreteObserver
phase = Occupation
subject = n
north_korea : Country
deathtoll = 25000
deployedCitizens = 50000
enlistedCitizens = 100000
fightingCitizens = 50000
flag = false
isNeutral = false
leader = Sung
name = DPRK
neighbours = [china, south_korea]
organisations = [UN]
phase = Occupation
refugeeCount = 25000
returnedCitizens = 5000
state = nk_strategy
stationedCitizens = 50000
totalMilitarySpending = 400000000
unlistedCitizens = 350000000
nk_strategy : Aggressive
nk_tc : TransportationCorridor
buses = 10000
cargo_ships = 2500
cargo_trains = 2500
cars = 10000000
trucks = 50000000
nk_military : Military
forces = [nk_groundforce, nk_navy, nk_airforce]
numberOfTroops = 100000
<<instantiate>>
nk_army_Iterator : Iterator
nk_navy : Navy
numberOfShips = 7500
nk_airforce : AirForce
numberOfAircraft = 30000
numberOfHelicopters = 15000
nk_groundforce : GroundForce
armaCount = 200000
numberOfMortars = 5000
numberOfTanks = 3500
usar : Country
deathtoll = 10000
deployedCitizens = 80000
enlistedCitizens = 300000
fightingCitizens = 80000
flag = false
isNeutral = false
leader = Stalin
name = USSR
neighbours = [china, ukraine, belarus]
organisations = UN
phase = Occupation
refugeeCount = 0
returnedCitizens = 1000
state = usar_strategy
stationedCitizens = 80000
totalMilitarySpending = 900000000
unlistedCitizens = 100000000
usar_strategy : Supportive
usar_tc : TransportationCorridor
buses = 20000
cargo_ships = 5000
cargo_trains = 5000
cars = 20000000
trucks = 5000000
usar_military : Military
forces = [usar_groundforce, usar_navy, usar_airforce]
numberOfTroops = 300000
<<instantiate>>
usar_army_Iterator : Iterator
usar_airforce : AirForce
numberOfAircraft = 40000
numberOfHelicopters = 20000
usar_groundforce : GroundForce
armaCount = 750000
numberOfMortars = 10000
numberOfTanks = 10000
usar_navy : Navy
numberOfShips = 40000
korean_war_design_mode : DesignModeWarSimulation
war_phase : WarPhase
state = occupation:Occupation
intelligence:Intelligence
initiation:Initiation
occupation:Occupation
finished:Finished
neutral:Neutral
hwFactory : HeavyWeaponsFactory
submarines : Submarine
damage = 20000
warships : Warship
damage = 15000
tanks : Tank
damage = 1000
helicopters : Helicopters
damage = 10000
lwFactory : LightWeaponsFactory
rifles : Rifles
damage = 100
machineguns : MachineGuns
damage = 200
grenades : Grenades
damage = 400
pistols : Pistols
damage = 50