```
                          ┌─────────────────────┐
                          │        Area         │
                          ├─────────────────────┤
                          │ # originX           │
                          │ # originY           │
                          │ # lengthX           │
                          │ # heightY           │
                          │ # processes         │
                          │ # painter           │
                          ├─────────────────────┤
                          │ + restart()         │
                          │ + getOriginX()      │
                          │ + getOriginY()      │
                          │ + getLengthX()      │
                          │ + getHeightY()      │
                          │ + setPainter()      │
                          └─────────────────────┘
```

ExecutionBar

- queue
- slider
- alg
- endX
- quantum
- waiting
- delay
- remainingDelay
- usetime
- idletime
- delaytime

+ ExecutionBar()
+ ~ExecutionBar()
+ restart()
+ draw()
+ update()
+ requestForNext()
+ clear()
+ enough()
+ setSlider()
+ setAlg()
+ setQuantum()
+ setDelay()
- drawLabel()

Graph

- stepY
- queue

+ Graph()
+ ~Graph()
+ draw()
+ update()
+ createProcess()
+ sendToQueue()
+ getStepY()
+ setStepY()
- drawAxis()

Queue

- stepY
- lastNumber
- slider
- sorting
- waiting

+ Queue()
+ ~Queue()
+ draw()
+ sort()
+ greater()
+ addProcess()
+ findProcess()
+ firstProcess()
+ empty()
+ getStepY()
+ setStepY()
+ setSlider()
+ setSorting()
- drawLabel()