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()