```
Event
# creationTime
# description
# probability
+ Event()
+ ~Event()
+ coperator=()
+ Event()
+ operator=()
+ getCreationTime()
+ getProbability()
```

SingleAttributeEvent

increment

- attribute
- + SingleAttributeEvent()
- + ~SingleAttributeEvent()
- + SingleAttributeEvent()
- + operator=()
 + SingleAttributeEvent()
- + operator=()
- + getIncrement()
- + getAttribute()