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

SingleAttributeEvent

+ SingleAttributeEvent()+ ~SingleAttributeEvent()+ SingleAttributeEvent()

+ SingleAttributeEvent()

increment attribute

+ operator=()

+ operator=()
+ getIncrement()
+ getAttribute()