

-id: int

-mandates: int

-parties: vector<party>

-pendingParties: vector<party>

+ method(type): type

Party

+ State(waiting, collection offers, Joined): eNum

- mld: int

- mName: String

- mMandates: int

- mJoinPolicy: *mJoinPolicy

- mState: State

-desicionCountdown: int

-coalition: Coalition

-offers: vector<party>

+ getState() const: State

+ setState(state: State) const: void

+ getMandates() const: int

+ step(&s : Simulation): void

+ &getName() const: const string

- mGraph: Graph

-: mAgents: vector<Agents>

+ step(): void

+ shouldTerminate() const : bool

+ &getGraph() const : const Graph

+ &getParty(partyId : int) const : const Party

+ getPartiesByCoalitions() const : const const Vector<vector<int>>