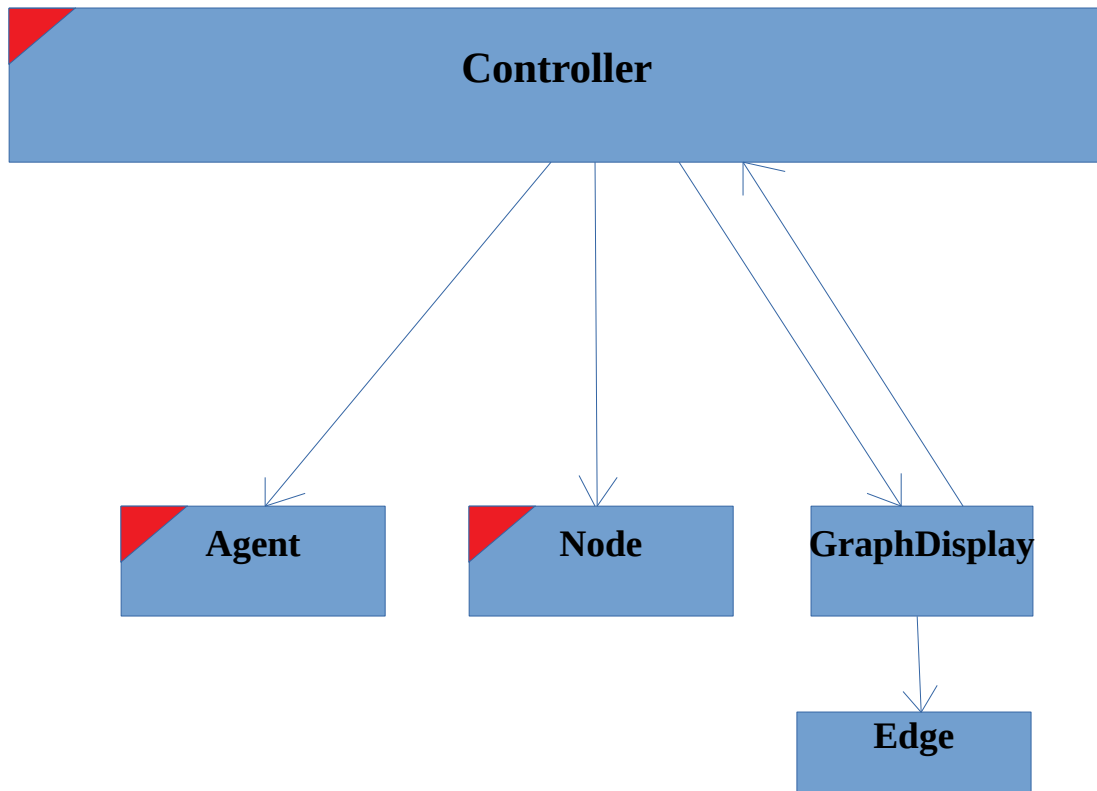


## Proposed Design



## **Description**

- **Controller**
  - Controls the simulation. Reads the configuration file, initializes nodes, agents, node threads, and agent threads. Sets the states of the nodes and sets station node and initial fire node.
- **Agent:**
  - Creates and manages agent objects. Agents are created with a unique ID and a location that the node is created.
- **Node:**
  - Creates and manages node objects. Nodes initially created with specified locations on the graph. Manages node states
- **Edge:**
  - Creates an edge object to hold the coordinate values of a line / edge between 2 graph nodes.
  - Used only by the GraphDisplay class to get the values of an edge when creating the graph.
- **GraphDisplay:**
  - Entry point for the program. Creates and sets up the GUI components to display the Simulation graph. Starts an animation timer to call update() and updates changes to the GUI.