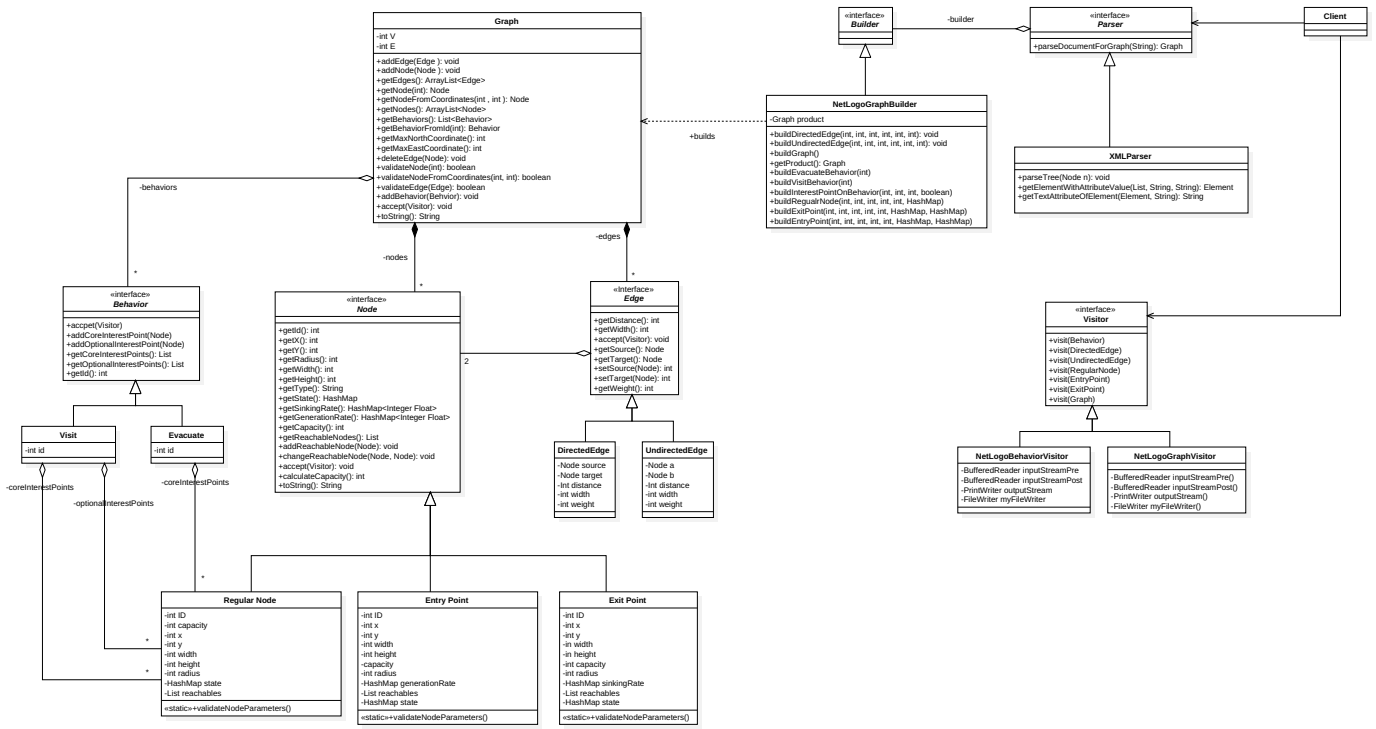
Graph
-int V
-int E
+addEdge(Edge): void
+addNode(Node): void
+getEdges(): ArrayList<Edge>
+getNode(int): Node
+getNodeFromCoordinates(int , int): Node
+getNodes(): ArrayList<Node>
+getBehaviors(): List<Behavior>
+getBehaviorFromId(int): Behavior
+getMaxNorthCoordinate(): int
+getMaxEastCoordinate(): int
+deleteEdge(Node): void
+validateNode(int): boolean
+validateNodeFromCoordinates(int, int): boolean
+validateEdge(Edge): boolean
+addBehavior(Behvior): void
+accept(Visitor): void
+toString(): String
«interface»
Builder
-builder
«interface»
Parser
+parseDocumentForGraph(String): Graph
Client
NetLogoGraphBuilder
-Graph product
+buildDirectedEdge(int, int, int, int, int): void
+buildUndirectedEdge(int, int, int, int, int, int): void
+buildGraph()
+getProduct(): Graph
+buildEvacuateBehavior(int)
+buildVisitBehavior(int)
+buildInterestPointOnBehavior(int, int, int, boolean)
+buildRegualrNode(int, int, int, int, int, HashMap)
+buildExitPoint(int, int, int, int, int, HashMap, HashMap)
+buildEntryPoint(int, int, int, int, int, HashMap, HashMap)
+builds
XMLParser
+parseTree(Node n): void
+getElementWithAttributeValue(List, String, String): Element
+getTextAttributeOfElement(Element, String): String
-behaviors
-nodes
-edges
«interface»
Behavior
+accpet(Visitor)
+addCoreInterestPoint(Node)
+addOptionalInterestPoint(Node)
+getCoreInterestPoints(): List
+getOptionalInterestPoints(): List
+getId(): int
«interface»
Node
+getId(): int
+getX(): int
+getY(): int
+getRadius(): int
+getWidth(): int
+getHeight(): int
+getType(): String
+getState(): HashMap
+getSinkingRate(): HashMap<Integer Float>
+getGenerationRate(): HashMap<Integer Float>
+getCapacity(): int
+getReachableNodes(): List
+addReachableNode(Node): void
+changeReachableNode(Node, Node): void
+accept(Visitor): void
+calculateCapacity(): int
+toString(): String
«interface»
Edge
+getDistance(): int
+getWidth(): int
+accept(Visitor): void
+getSource(): Node
+getTarget(): Node
+setSource(Node): int
+setTarget(Node): int
+getWeight(): int
«interface»
Visitor
+visit(Behavior)
+visit(DirectedEdge)
+visit(UndirectedEdge)
+visit(RegularNode)
+visit(EntryPoint)
+visit(ExitPoint)
+visit(Graph)
Visit
-int id
Evacuate
-int id
-coreInterestPoints
-optionalInterestPoints
-coreInterestPoints
DirectedEdge
-Node source
-Node target
-Int distance
-int width
-int weight
UndirectedEdge
-Node a
-Node b
-Int distance
-int width
-int weight
NetLogoBehaviorVisitor
-BufferedReader inputStreamPre
-BufferedReader inputStreamPost
-PrintWriter outputStream
-FileWriter myFileWriter
NetLogoGraphVisitor
-BufferedReader inputStreamPre()
-BufferedReader inputStreamPost()
-PrintWriter outputStream()
-FileWriter myFileWriter()
Regular Node
-int ID
-int capacity
-int x
-int y
-int width
-int height
-int radius
-HashMap state
-List reachables
«static»+validateNodeParameters()
Entry Point
-int ID
-int x
-int y
-int width
-int height
-capacity
-int radius
-HashMap generationRate
-List reachables
-HashMap state
«static»+validateNodeParameters()
Exit Point
-int ID
-int x
-int y
-in width
-in height
-int capacity
-int radius
-HashMap sinkingRate
-List reachables
-HashMap state
«static»+validateNodeParameters()