UML Diagram Project 4 COP--4534

© Simulation
 numBatches: int numItemsInBatch: int badItemsPercent: int badBatchesPercent: int itemsSampled: int badBatchesDetected: int badBatchesGenerated: int simNumber: int
 Simulation(files: std::vector<std::string>)</std::string> run(): void printSimulationDetails(): void loadBatchConfigFile(filename: std::string): void generateDataSets(dist:std::uniform_int_distribution<int>): void</int> writeBatchToFile(&items: std::vector<std::string>, fileNumber: int): void</std::string> runDetectionAlgorithm(): void generateRandomNumberInRange(uniformDistribution: std::uniform_int_distribution): int initializeRandomEngine(min: int, max: int): std::uniform_int_distribution<int></int> calculateAndShowAnalytics(): void