

Simulation

- containerShip: ContainerShip
- containerCranes: ArrayList<ContainerCrane>
- oilShip: OilShip
- oilPumps: ArrayList<OilPump>
- quay: Quay
- trucks: ArrayList<Truck>
- warehouse: Warehouse
- running: boolean
- playing: boolean
- + Simulation()
- + start(): void
- + stop(): void
- + play(): void
- + pause(): void
- + isPlaying(): boolean + isPlaying(): boolean
- + getContainerShip(): ContainerShip + getContainerCranes(): ArrayList<ContainerCrane>
- + getOilShip(): OilShip
- + getOilPumps(): Arraylist<OilPump>
- + getQuay(): Quay
- + getTrucks(): ArrayList<Truck>
- + getWarehouse(): Warehouse

Utils + rand(int, int): int + loadImage(String, int, int): ImageIcon + threadWait()



