

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 + isRunning(): boolean
- + isPlaying(): boolean
- + getContainerShip(): ContainerShip
- + getContainerCranes(): ArrayList<ContainerCrane> + getOilShip(): OilShip
- + getOilPumps(): Arraylist<OilPump>
- + getQuay(): Quay
- + getTrucks(): ArrayList<Truck>
- + getWarehouse(): Warehouse





