

Node	
name: String state: String x: int y: int nodeID: int baseStation: boolean queue: BlockingQueue<Message>	nodeID: int neighbors: List<Node> agentList: List<MobileAgent> agent: MobileAgent fireCountDownStarted: boolean level: int
setNodeIDForAgent(int x) getName() setLevel() getLevel() getNeighbors() getX() getY() isBaseStation() setBaseStation() getState() setState() setAgent(MobileAgent x) getAgent() mobileAgents() getNodeID()	getMessages() analyzeMessage(Message x) printOutName() sendMessage(Message x)

MobileAgent
queue: BlockingQueue<Message> id: long currentNode: Node walker: boolean alive: boolean
setCurrentNode(Node x) getId() analyzeMessage(Message x) sendMessage(Message x) getMessages() toString() printOutName() run() MobileAgent(BlockingQueue<Message> queue, long id, Node currentNode, boolean walker ,boolean alive)

# Message

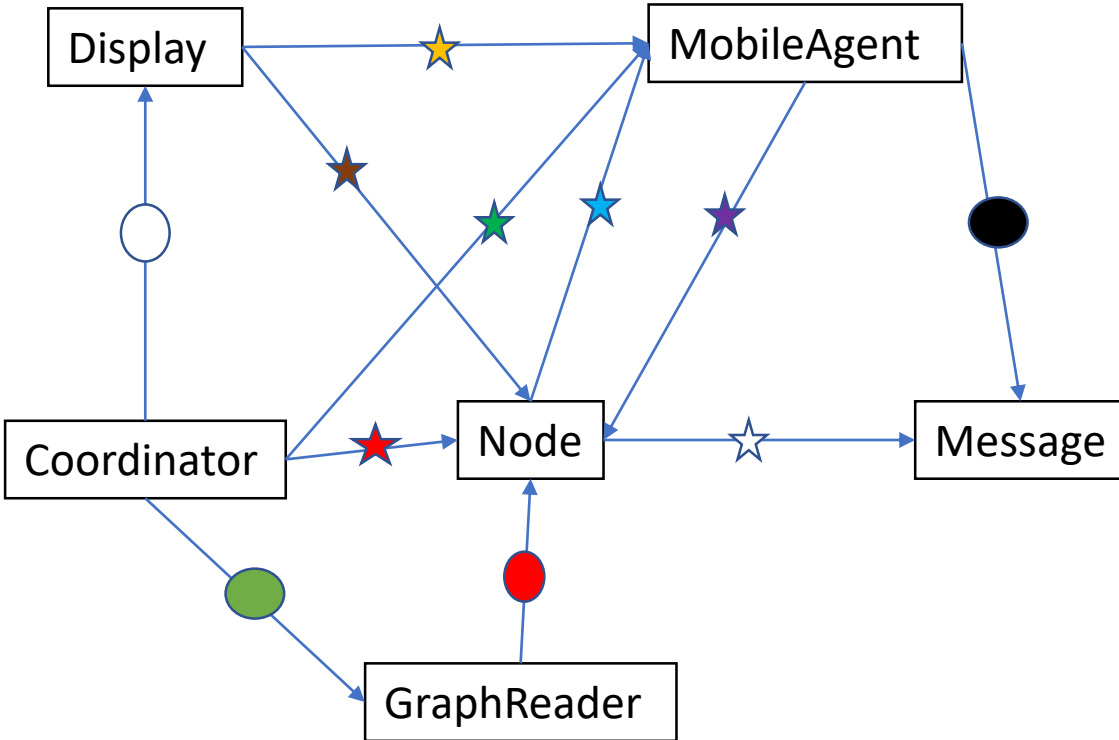
sender: SensorObject  
receiver: SensorObject  
clonedAgent: MobileAgent  
detailedMessage: String  
lowerRankedNodes: LinkedList<Node>

getLowerRankedNodes()  
setLowerRankedNodes()  
getDetailedMessaged()  
getSender()  
getReceiver()  
getClonedAgent()  
toString()  
Message(SensorObject sender,SensorObject receiver,MobileAgent clonedAgent,String detailedMessage)

Coordinator
fileChooser: FileChooser threads: ArrayList<Thread> file: File gr: GraphReader map: HashMap<Node,ArrayList<Node>> start: Button display: Display started: boolean
start() stop()


Display
root: AnchorPane pane: Pane agentList: ListView<String> child: ScrollPane nodes: Set<Node> bs: Node flag: boolean timeLine: TimeLine
createGUI(Stage x, Button y) start()

GraphReader
fireStarted: boolean baseStationAssigned: boolean file: File graph: HashMap<Node,ArrayList<Node>> beginNode: LinkedList<String> endNode: LinkedList<String>
getGraph() greatestX() greatestY()





 `toString()`

  
`mobileAgents()`  
`retrieveName()`  
`getState()`  
`isBaseStation()`  
`getNeighbors()`

  
`sendMessage()`  
`getState()`  
`getName()`


  
`getDetailedMessage()`


  
`getNodeID();`  
`isBaseStation()`  
`setAgent()`


  
`getGraph()`  
`greatestX()`  
`greatestY()`

  
`setCurrentNode()`

  
`createGUI()`  
`Start()`

  
`setCurrentNode()`  
`sendMessage()`

  
`getSender()`  
`getLowestRankedNodes()`  
`getClonedAgent()`  
`getDetailedMessage()`  
`setLowerRankedNodes()`  
`getReceiver()`

  
`retrieveName()`  
`getNeighbors()`  
`getLevel()`  
`isBaseStation()`  
`setLevel()`