Transmitter

- bufferSize
- rate
- buffer: vector<Packet>
- gate: out
- nextInterarrivalTime: time

+ initialize(): void
+ handleMessage(cMessage* c): void
+ finish(): void

Channel

- gate[]: in
- gate[]: out
- timeSlot: time
- vector<bool>

+ initialize(): void
+ handleMessage(cMessage* c): void
+ finish(): void

Receiver

- gate: in
- buffer: vector<Packet>

+ initialize(): void
+ handleMessage(cMessage* c): void
+ finish(): void

Packet

- creationTimestamp
- idChannel: int
- receiveTimestamp
- idTransmitter: int