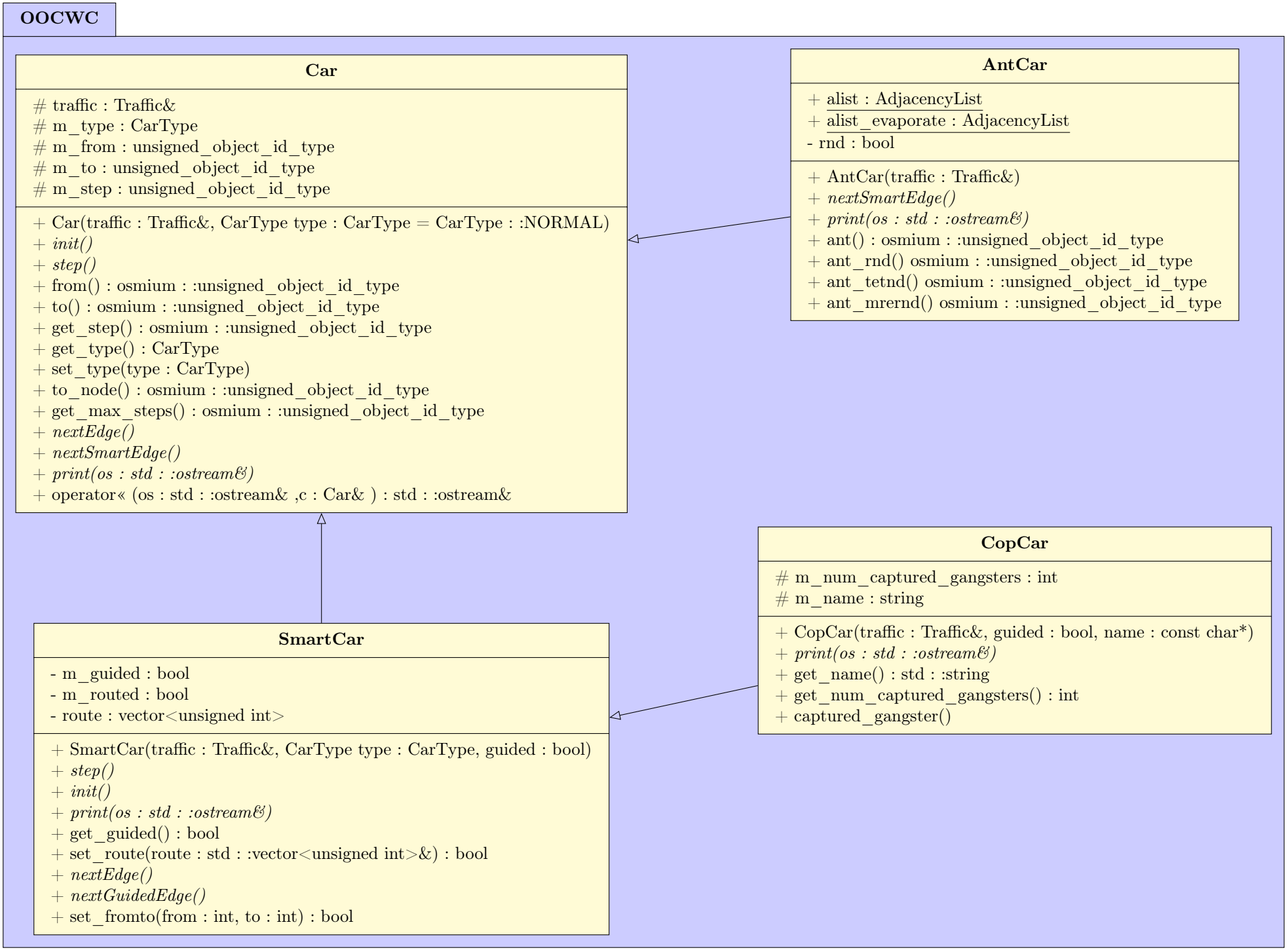
OOCWC
Car
traffic : Traffic&
m_type : CarType
m_from : unsigned_object_id_type
m_to : unsigned_object_id_type
m_step : unsigned_object_id_type
+ Car(traffic : Traffic&, CarType type : CarType = CarType : :NORMAL)
+ init()
+ step()
+ from() : osmium : :unsigned_object_id_type
+ to() : osmium : :unsigned_object_id_type
+ get_step() : osmium : :unsigned_object_id_type
+ get_type() : CarType
+ set_type(type : CarType)
+ to_node() : osmium : :unsigned_object_id_type
+ get_max_steps() : osmium : :unsigned_object_id_type
+ nextEdge()
+ nextSmartEdge()
+ print(os : std : :ostream&)
+ operator« (os : std : :ostream& ,c : Car&) : std : :ostream&
AntCar
+ alist : AdjacencyList
+ alist_evaporate : AdjacencyList
- rnd : bool
+ AntCar(traffic : Traffic&)
+ nextSmartEdge()
+ print(os : std : :ostream&)
+ ant() : osmium : :unsigned_object_id_type
+ ant_rnd() osmium : :unsigned_object_id_type
+ ant_tetnd() osmium : :unsigned_object_id_type
+ ant_mrernd() osmium : :unsigned_object_id_type
SmartCar
- m_guided : bool
- m_routed : bool
- route : vector<unsigned int>
+ SmartCar(traffic : Traffic&, CarType type : CarType, guided : bool)
+ step()
+ init()
+ print(os : std : :ostream&)
+ get_guided() : bool
+ set_route(route : std : :vector<unsigned int>&) : bool
+ nextEdge()
+ nextGuidedEdge()
+ set_fromto(from : int, to : int) : bool
CopCar
m_num_captured_gangsters : int
m_name : string
+ CopCar(traffic : Traffic&, guided : bool, name : const char*)
+ print(os : std : :ostream&)
+ get_name() : std : :string
+ get_num_captured_gangsters() : int
+ captured_gangster()