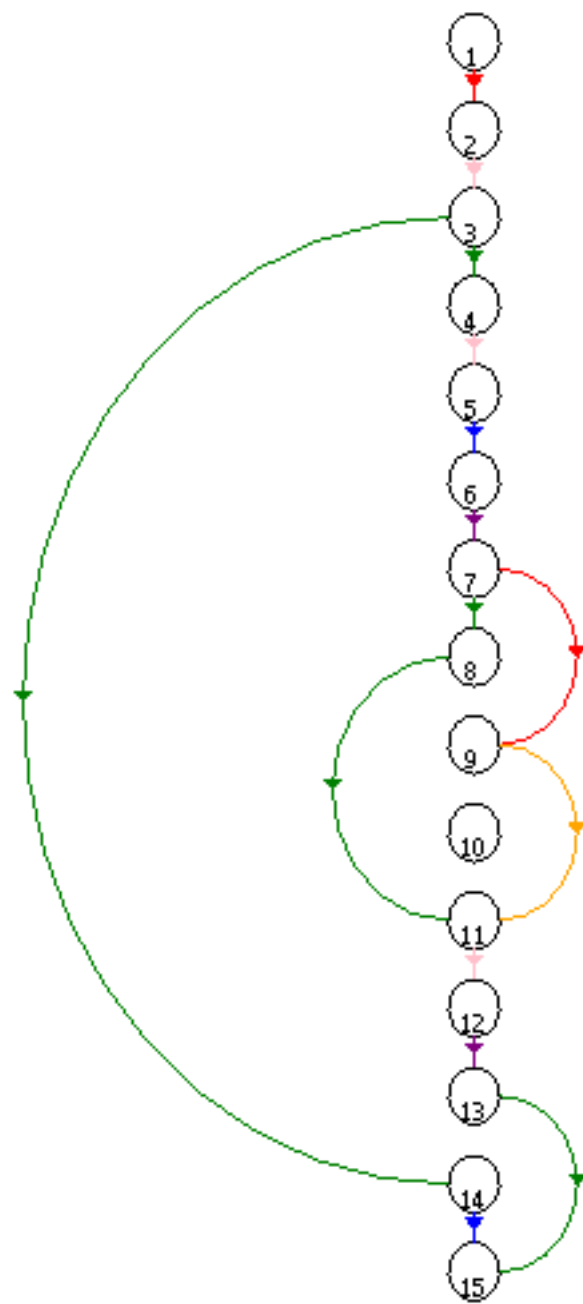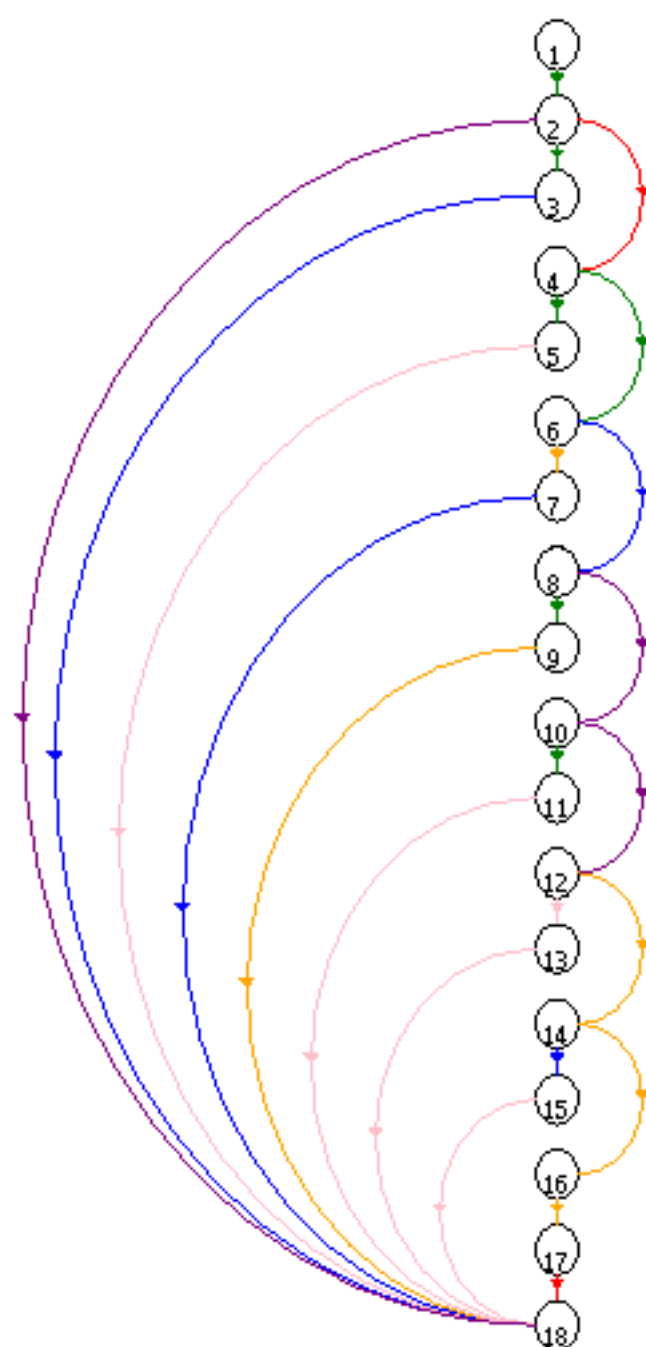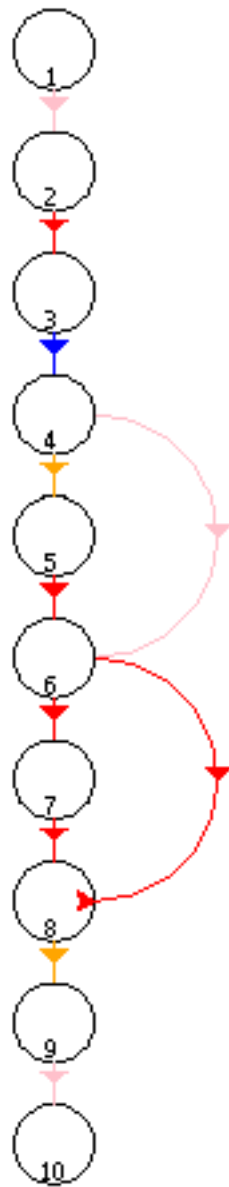Simulator()

initialiseVehicle(String):void
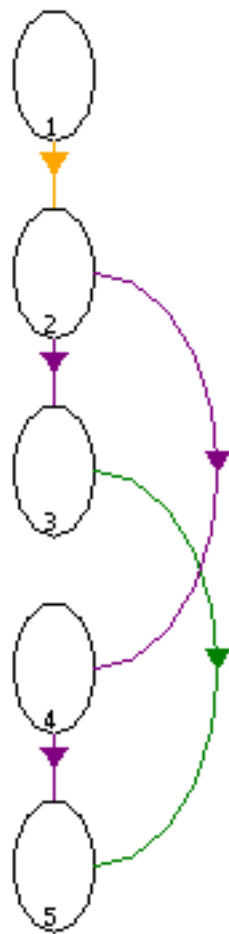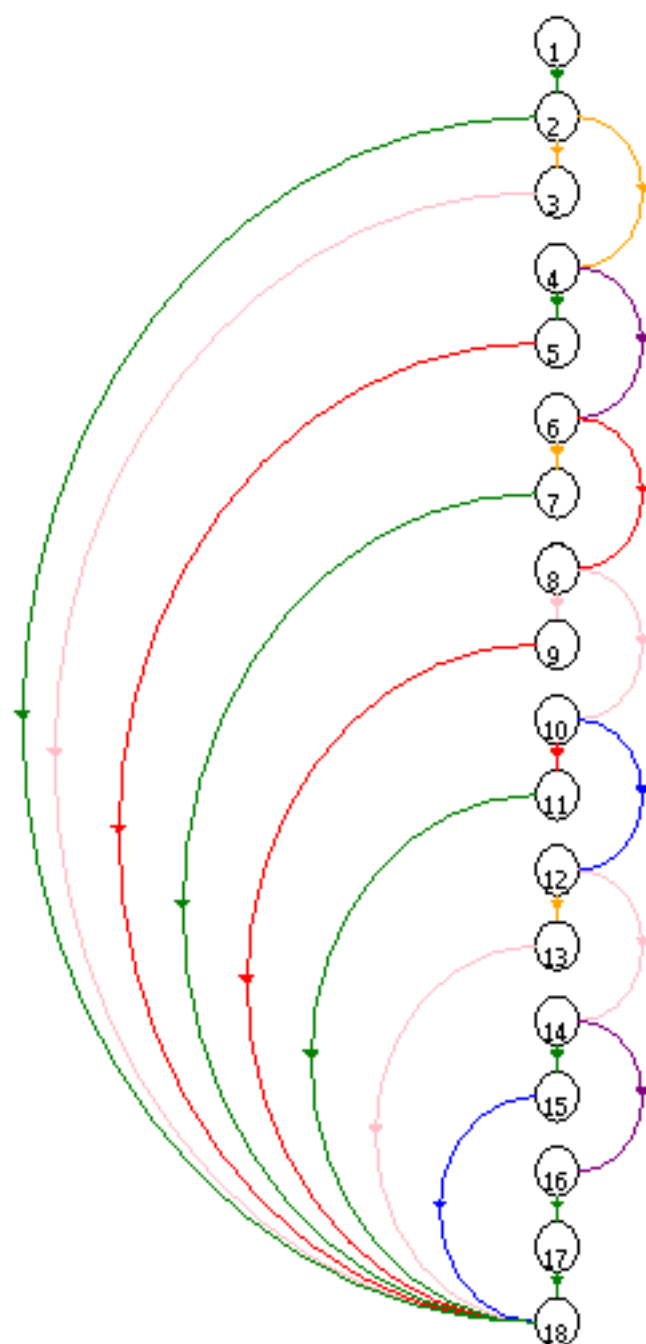
configStart():void

configAccelerate():void

getPreferredSize():Dimension

setDisplayObject():void

configCruise():void