MessagePasser

- MESSAGE_MAX_SIZE: int
- socket: DatagramSocket
- + MessagePasser(port: int)
- + send(msg: Object, addressStr: String, port: int): void
- + receive(timeout: int): Object deserialize(byte[], int): Object
- + receive(): Object
- + serialize(Object) : byte[]

FireIncidentSubsystem (implements Runnable)

- + AGENT_AMOUNT: HashMap<FireSeverity, Integer>
- clearZones: HashMap<Integer, Zone>
- fireZones: HashMap<Integer, Zone>
- events: ArrayList<SimEvent>
- + FireIncidentSubsystem()
- manualReqDrone(zone: Zone, eventTime: long, eventType: String): void
- trackFire(zone: Zone, eventTime: long): void
- + readSimEventFile(eventFile: File): void
- + readSimZoneFile(zoneFile: File): void
- + run(): void
- + simStart(): void
- hasActiveFiresOrUpcomingEvents(eventIndex: int): boolean
- + isEventReadyToProcess(eventIndex: int, eventIndexTime:

long,currentTime: long): boolean

- sendEvent(event: SimEvent): void
- isOnFire(zone: Zone): boolean
- sortEventsByTime(events: ArrayList<SimEvent>): void
- timeToMillis(time: String): long
- + main(args: String[]): void
- + getClearZones(): HashMap<Integer, Zone>
- + getEvents(): ArrayList<SimEvent>
- + getFireZones(): HashMap<Integer, Zone>

<<enumeration>>
FireSeverity

NO_FIRE, LOW, MODERATE, HIGH