```
Runner
  + Runner()
  + ~Runner()
  + addCode()
  + run()
  + reset()
  + getBER()
         #runner
    Runable
+ SHOR
+ STEANE
+ CODE5
+ NONE
+ BIT FLIP
+ AAD4
+ Runable()
+ run()
+ ~Runable()
+ initalize()
+ getResult()
+ setCodeType()
# getCodeType()
```