| Ambulance | Vehicle, IRecoverable |
	none
• knows number of ambulances • knows its capacity • knows its velocity • transports sick Humans to Hospital	• Record • Human • IGPS

| App | none |
	none
• main class in application • has "main" method	• ExecutosService • Settings • inner class Program

| Abstract | Being | IPrintable |
		Human, EmptySlot
• get identification • get representation		

| BeingContainer | none |
	Human
• get list of agents • add agents • get map • performs rounds of agent activities	• Map • Record • Dispatching

| Abstract | Building | Being |
		Hospital
• knows its capacity • knows number of blocks		

| ChangeOutputPanel | JPanel |
	none
• part of UI • displaying current output file path • changing output file path	• Settings

| Coordinates | none |
	none
• stores a pair of coordinates • adds vector to stored coordinates • returns neighbouring coordinates	• none

| Dice | none |
	none
• generate pseudorandom numbers	• none

| Abstract | | IDisease |
Disease		Virus
• stores information about illness		• Human • DiseaseRecord

| DiseaseRecord | none |
	none
• stores information about course of illness • runs information flow between Human and disease • runs illness progress	• Disease • Human

Dispatching	none
	none
• intakes calls about needed intervensions • sends vehicles of a specific type for intervensions	• Record • Map • Vehicle • Queue • Simulation • Dispatching

Doctor	Human
	none
• heal the patient	• Human • Dice

EmptySlot	Being
	none
• is empty	• Map

GPS1	IGPS
	none
• calculates route for a vehicle	• Vehicle • Map

Hospital	Building, IRecoverable, IMovable
	none
• stores ill Humans • cures its inhabitants	• Human • Record • Map

| Human | Being, IMovable, IDiseaseSensitive |
	Doctor
• move • perform illness • get sex • get health points • get is infected • get age	• Dice • Coordinates • DiseaseRecord

| Interface | none |
IDisease	Disease
• gives information about disease • gives disease methods (infect, progress)	• Human, DiseaseRecord

| Interface | IRecoverable |
IDiseaseSensitive	Human
• performs actions related to being ill and infecting	• DiseaseRecord

| Interface | none |
IGPS	GPS1
• calculates route for vehicle	• Vehicle • Map

| | Exception |
| IncorrectParametersException | |
	none
• thrown, when attempt is made to run simulation with too small map according to number of people	• Simulation

| Infector | none |
	none
• runs infection	• Human
	• Disease

| Interface   IMovable | none |
	Human, Vehicle
• moves	• Coordinates

| InputParamPanel | JPanel |
	none
• part of IU	• Settings
• manual change of simulation parameters	• SimulationParameters
	• SidekickFrame

| InputPathPanel | JPanel |
	none
• part of UI	• SidekickFrame
• displaying current path to configuration file	• Settings
• changing path to configuration file	

| Interface   IPrintable | none |
	Being
• can be printed on the map	• none

Interface **IRecord**	none
	Record
- moves its agent - infects its neighbours - progresses illness and recovers	- Coordinates - Map

IRecoverable	none
	IDiseaseSensitive, Ambulance
can recover	

LastFrame	JFrame
	none
window to show last simulation output	- LastPanel - MainFrame

MainFrame	JFrame
	none
- main window of the program - displays main menu panel	MainMenu

MainMenu	JPanel
	none
• core of the UI • provides access to all functionalities	• Settings • MainFrame • SidekickFrame • ShowParamsPanel • InputParamPanel • InputPathPanel • ShowLastPanel • LastFrame • inner class SimulationDoer

Map	none
	none
• display map measurments • display map • get field • set field	• IPrintable • EmptySlot • BeingContainer

PanelMap	JPanel
	none
• displays current graphical representation of simulation state	• Map • Coordinates

Program	Runnable
	none
• inner class of the App • task of opening MainFrame that is sent to thread	• MainFrame • Settings • App

Queue	none
	none
• stores calls about intervensions needed	• Record • Coordinates

Record	IRecord
	none
• get position • get being (agent binded to this record) • runs information flow between agent and simulation	• IMovable • IDiseaseSensitive • IRecoverable

Settings	Serializable
	none
• stores parameters and other settings of the program • recalls settings after restarting application	• SimulationParameters • App • ChangeOutputPanel • InputParamPanel • InputPathPanel • ShowParamsPanel

ShowLastPanel	JPanel
	none
• part of the UI • displays output of the last run simulation	• none

ShowParamsPanel	JPanel
	none
• part of the UI • displays current simulation parameters	• Settings

SideKickFrame	JFrame
	none
• used to create modal windows, e.g. input parameters window	• ChangeOutputPanel • InputParamPanel • InputPathPanel • ShowParamsPanel

Simulation	none
	none
• creates simulation using current parameters • runs simulation • works as a facade for logic of the simulation	• Dispatching • Map • BeingContainer • Virus • SimulationParameters • SimulationLog • SimulationRuntimeWindow • IncorrectParametersException

SimulationDoer	Runnable
• inner class from MainMenu • task given to thread so simulation is calculated outside EventDispatchingThread • calculate simulation and save output	• Settings • Simulation • WriteToFile • SimulationLog

SimulationLog	none
	none
• stores information about simulation run	• SimulationParameters • SimulationState • Simulation

| SimulationParameters | Serializable |
	none
• stores parameters to run simulation • reads parameters from Config.txt file	• Simulation

| SimulationRuntimeWindow | JFrame |
	none
• displays window with map and current situation during simulation runtime	• PanelMap

| SimulationState | none |
	none
• stores information about single iteration of the simulation	• SimulationLog

| Vehicle | Being, IMovable |
	Ambulance, Hearse
• knows number of vehicles • stores passengers (Humans) • moves	• IGPS • Human • Dispatching

| Virus | Disease |
	none
• stores and gives information about specific disease - THE Virus • performs Virus-illness • KILLS!	• Human • DiseaseRecord

| WiteToFile | none |
	none
• writes simulation output to proper file	• inner class SimulationDoer from MainMenu public class