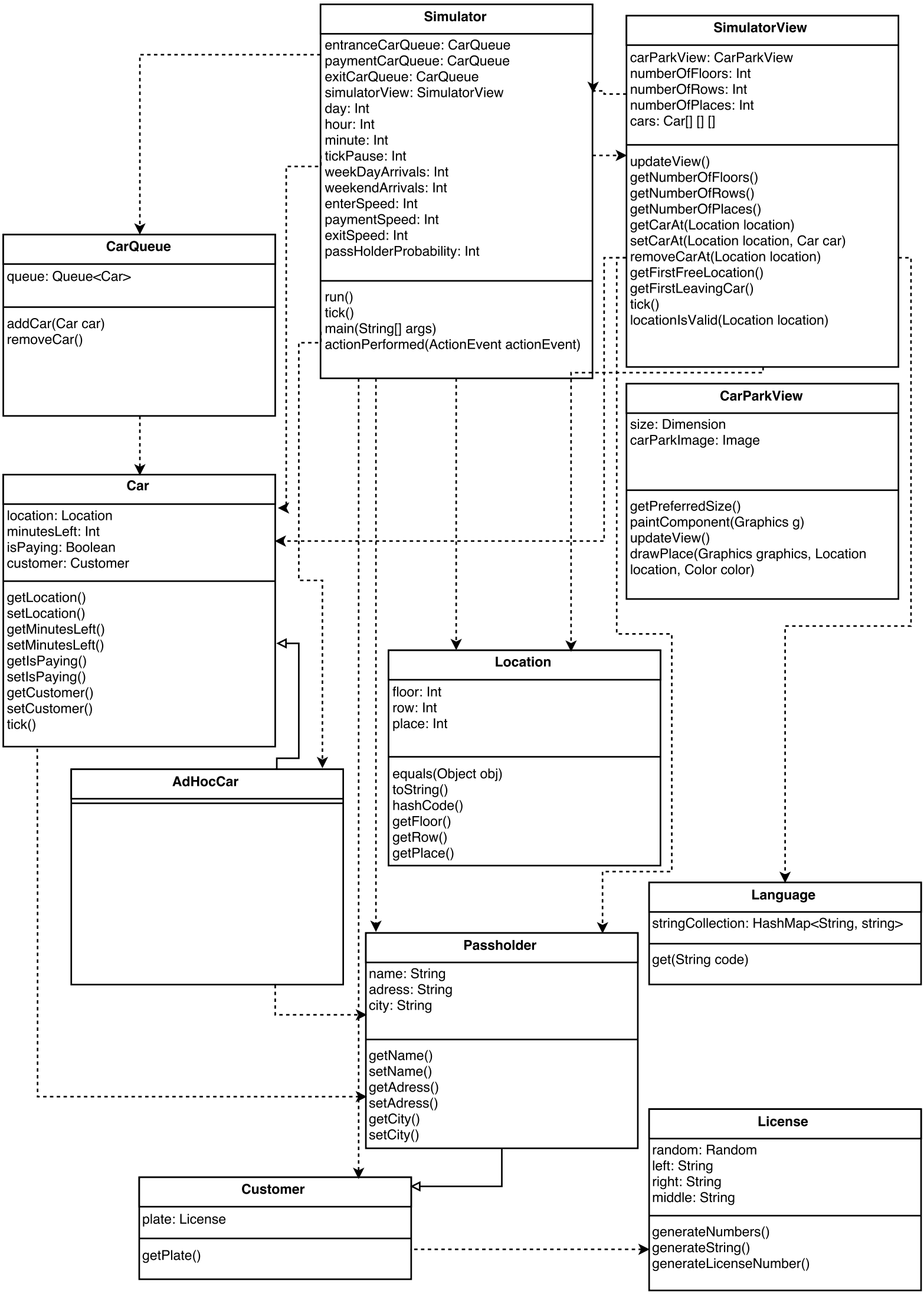
Simulator
entranceCarQueue: CarQueue
paymentCarQueue: CarQueue
exitCarQueue: CarQueue
simulatorView: SimulatorView
day: Int
hour: Int
minute: Int
tickPause: Int
weekDayArrivals: Int
weekendArrivals: Int
enterSpeed: Int
paymentSpeed: Int
exitSpeed: Int
passHolderProbability: Int
run()
tick()
main(String[] args)
actionPerformed(ActionEvent actionEvent)
SimulatorView
carParkView: CarParkView
numberOfFloors: Int
numberOfRows: Int
numberOfPlaces: Int
cars: Car[] [] []
updateView()
getNumberOfFloors()
getNumberOfRows()
getNumberOfPlaces()
getCarAt(Location location)
setCarAt(Location location, Car car)
removeCarAt(Location location)
getFirstFreeLocation()
getFirstLeavingCar()
tick()
locationIsValid(Location location)
CarQueue
queue: Queue<Car>
addCar(Car car)
removeCar()
CarParkView
size: Dimension
carParkImage: Image
getPreferredSize()
paintComponent(Graphics g)
updateView()
drawPlace(Graphics graphics, Location location, Color color)
Car
location: Location
minutesLeft: Int
isPaying: Boolean
customer: Customer
getLocation()
setLocation()
getMinutesLeft()
setMinutesLeft()
getIsPaying()
setIsPaying()
getCustomer()
setCustomer()
tick()
Location
floor: Int
row: Int
place: Int
equals(Object obj)
toString()
hashCode()
getFloor()
getRow()
getPlace()
AdHocCar
Language
stringCollection: HashMap<String, string>
get(String code)
Passholder
name: String
adress: String
city: String
getName()
setName()
getAdress()
setAdress()
getCity()
setCity()
License
random: Random
left: String
right: String
middle: String
generateNumbers()
generateString()
generateLicenseNumber()
Customer
plate: License
getPlate()