

com.axellience.resiist.client.utils.  
ModelUtils

- + importArchimateModel()
- + getFrequency()
- + getObjectsToDetect()
- + hasFrequency()
- + hasInterpretationRules()
- + hasSimulationPath()
- + hasGAMASimulationPath()
- + hasVideoSimulationPath()
- + getElementDetails()
- + hasAnnotation()
- + getSimulationFilePath()
- + getGAMASimulationFilePath()
- + getElementName()
- + getName()
- + getArchimateName()
- + setName()
- + getAllElements()
- ModelUtils()