

Scenario

- + Scenario()
- + ~Scenario()
- + getName()
- + getDuration()
- + getElevatorCount()
- + getCapacity()
- + getFloorCount()
- + getSchedulerType()
- + getCostFunctionType()
- + getFloors()
- + getSeed()
- + getBasePath()
- + getPath()
- + Load()