EventQueue		Even		
+ addAgent() + removeAgent() + empty() + front() + dequeueNextAgentEvents() + enqueue()		# senderAgentID # receiverAgentID # sentTime # receiveTime # antiMessage # referenceCount # color		
+ enqueue() + eraseAfter() + prettyPrint() + reportStats() + ~ EventQueue() + getName() + fixHeap() # EventQueue()		+ CREATE() + getSenderAg + getReceiverA + getReceiveTime + getReceiveTi + getReference + isAntiMessag + allocate() + deallocate()	AgentIĎ() () ime() eCount()	
4		# Event() # getColor() # setColor() # getEventSize()		+elements
TwoTierHeapEventQueue	$\ $	# decreaseReference() # increaseReference() # makeAntiMessage()		
+ TwoTierHeapEventQueue() + ~TwoTierHeapEventQueue() + addAgent()		# setReferenceCount() # ~Event() - deleteRecycledEvents()		
+ removeAgent() + empty() + front() + dequeueNextAgentEvents()	-l \$>-	-EmptyBHW		ector< ent * >
+ enqueue() + enqueue() + eraseAfter()				
+ prettyPrint() + reportStats() # getTopTime() # compare() # top() # getIndex() # updateHeap() # fixHeap() # getNextEvents()		BinaryHeapWrapper		<u>ا</u> م
		+ BinaryHeapWrapper() + ~BinaryHeapWrapper() + top() + pop() + push() + push() + removeFutureEvents() + removeFutureEvents() + clear() + size() + empty() + print() + getTopTime()		-heapContaine
std::vector< muse:: Agent * > + elements				