

```
1  #include "Event.h"
2
3  // Constructor
4  Event::Event(int t, Wire* wireInput, char val, int p)
5  {
6      time = t;
7      whichWire = wireInput;
8      value = val;
9      prior = p;
10 }
11
12 // Time accessor
13 int Event::getTime()
14 {
15     return time;
16 }
17
18 // Wire accessor
19 Wire* Event::getWire()
20 {
21     return whichWire;
22 }
23
24 // Value accessor
25 char Event::getValue()
26 {
27     return value;
28 }
```