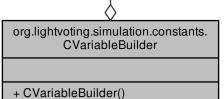
## org.lightvoting.simulation.environment. CEnvironment m\_agentList - m currentIndex - m fileName - m firstActivated - m groups + CEnvironment() + addAgentCoordinated() + addAgentRandom() + detectGroup() + initialset() + literal() + openNewGroupCoordinated() + openNewGroupRandom() + reopen() wakeUpAgent() -m environment



+ generate()