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

org.lightvoting.simulation.agent. CChairAgent

- m_agents
- m_bitVotes
- m_dissList
- m_dissThreshold
- m_dissVoters
- m_fileName
- m_grouping
- m_iteration
- m_iterative
- m_name
- m_protocol

+ CChairAgent()
+ call()
+ checkConditions()
+ computeResult()
+ name()
+ perceiveGroup()
+ removeVoter()
+ startElection()
+ storeDiss()
+ storeVote()
- determineGroup()
- getMaxIndex()
- toBV()

-m_chair

org.lightvoting.simulation.environment. CGroup

- m_agentList
- m_capacity
- m_inProgress
- m_open
- m_readyForElection
- m_result

+ CGroup()
+ addCoordinated()
+ addRandom()
+ determineAgent()
+ electionInProgress()
+ finale()
+ literal()
+ literal()
+ makeReady()
+ open()
+ readyForElection()
+ remove()
+ reopen()
+ reset()
+ result()
+ size()
+ startProgress()
+ triggerAgents()
+ updateBasic()
+ updateIterative()