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()

-s_environment

org.lightvoting.CMain

- s_altnum
 - s_grouping
 - s_protocol
 - + main()
 - CMain()
 - addAgents()readYaml()