

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()