## 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()

- determine Group()

- getMaxIndex()

- toBV()