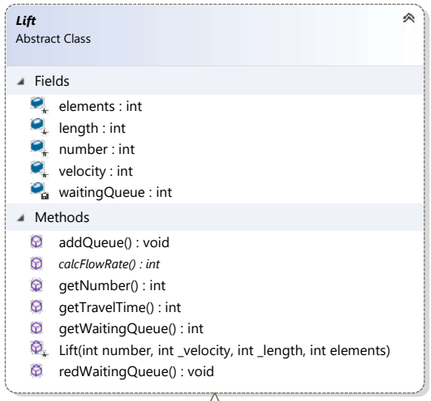
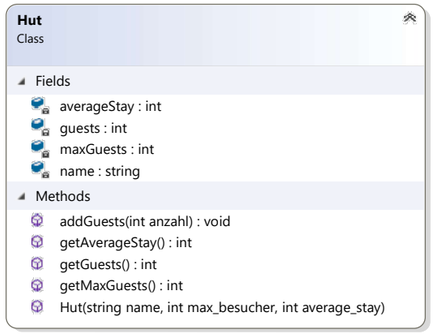
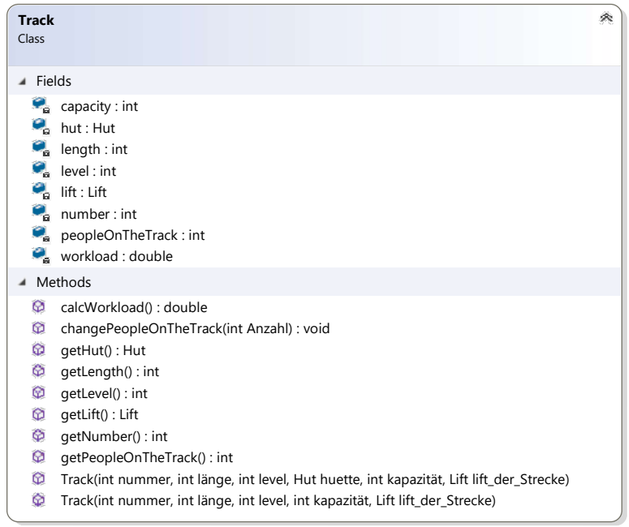
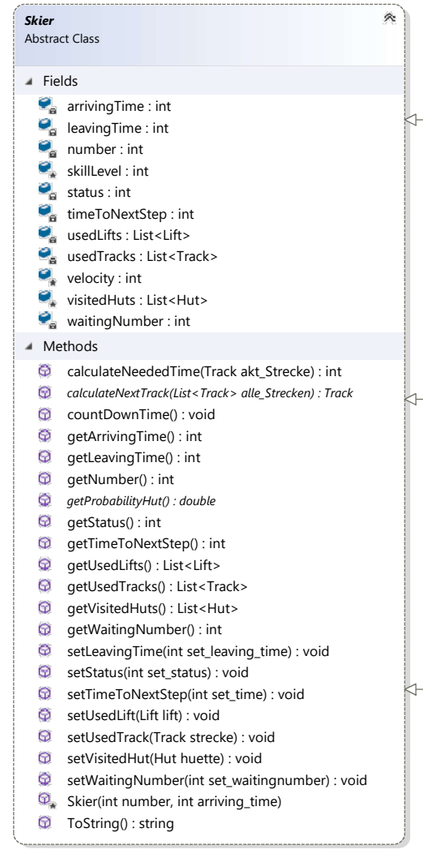
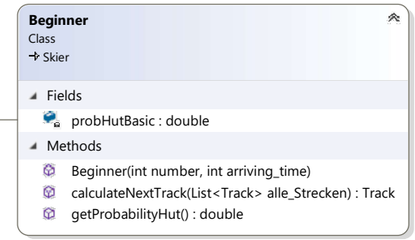
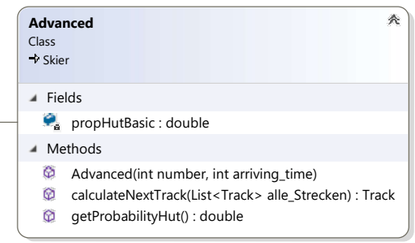

Lift
Abstract Class
Fields
elements : int
length : int
number : int
velocity : int
waitingQueue : int
Methods
addQueue() : void
calcFlowRate() : int
getNumber() : int
getTravelTime() : int
getWaitingQueue() : int
Lift(int number, int _velocity, int _length, int elements)
redWaitingQueue() : void

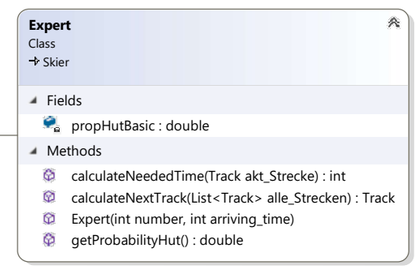

Hut
Class
Fields
averageStay : int
guests : int
maxGuests : int
name : string
Methods
addGuests(int anzahl) : void
getAverageStay() : int
getGuests() : int
getMaxGuests() : int
Hut(string name, int max_besucher, int average_stay)

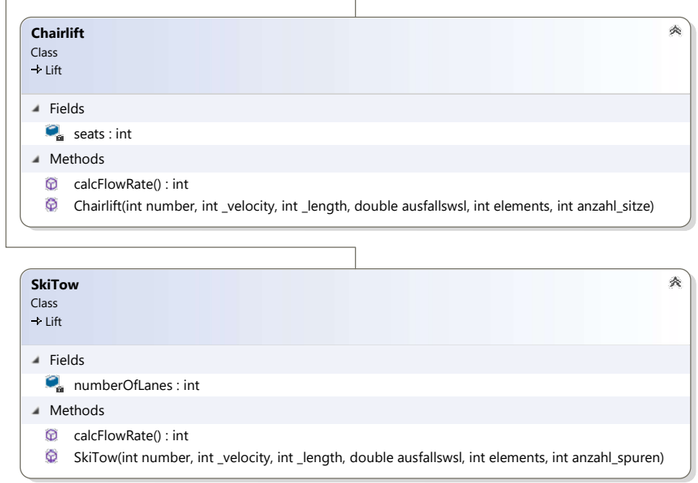

Track
Class
Fields
capacity : int
hut : Hut
length : int
level : int
lift : Lift
number : int
peopleOnTheTrack : int
workload : double
Methods
calcWorkload() : double
changePeopleOnTheTrack(int Anzahl) : void
getHut() : Hut
getLength() : int
getLevel() : int
getLift() : Lift
getNumber() : int
getPeopleOnTheTrack() : int
Track(int nummer, int länge, int level, Hut huette, int kapazität, Lift lift_der_Strecke)
Track(int nummer, int länge, int level, int kapazität, Lift lift_der_Strecke)


Skier
Abstract Class
Fields
arrivingTime : int
leavingTime : int
number : int
skillLevel : int
status : int
timeToNextStep : int
usedLifts : List<Lift>
usedTracks : List<Track>
velocity : int
visitedHuts : List<Hut>
waitingNumber : int
Methods
calculateNeededTime(Track akt_Strecke) : int
calculateNextTrack(List<Track> alle_Strecken) : Track
countDownTime() : void
getArrivingTime() : int
getLeavingTime() : int
getNumber() : int
getProbabilityHut() : double
getStatus() : int
getTimeToNextStep() : int
getUsedLifts() : List<Lift>
getUsedTracks() : List<Track>
getVisitedHuts() : List<Hut>
getWaitingNumber() : int
setLeavingTime(int set_leaving_time) : void
setStatus(int set_status) : void
setTimeToNextStep(int set_time) : void
setUsedLift(Lift lift) : void
setUsedTrack(Track strecke) : void
setVisitedHut(Hut huette) : void
setWaitingNumber(int set_waitingnumber) : void
Skier(int number, int arriving_time)
ToString() : string

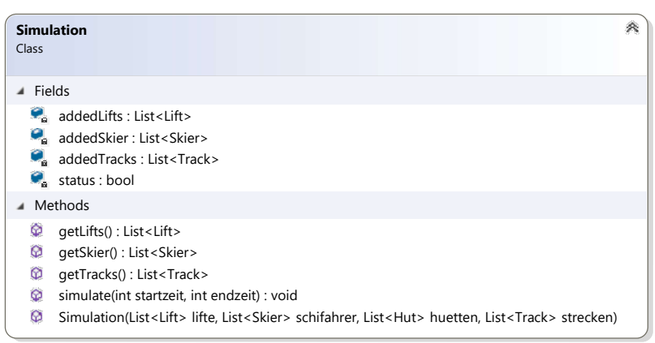

Beginner
Class
Skier
Fields
probHutBasic : double
Methods
Beginner(int number, int arriving_time)
calculateNextTrack(List<Track> alle_Strecken) : Track
getProbabilityHut() : double


Advanced
Class
Skier
Fields
propHutBasic : double
Methods
Advanced(int number, int arriving_time)
calculateNextTrack(List<Track> alle_Strecken) : Track
getProbabilityHut() : double


Expert
Class
Skier
Fields
propHutBasic : double
Methods
calculateNeededTime(Track akt_Strecke) : int
calculateNextTrack(List<Track> alle_Strecken) : Track
Expert(int number, int arriving_time)
getProbabilityHut() : double


Chairlift
Class
Lift
Fields
seats : int
Methods
calcFlowRate() : int
Chairlift(int number, int _velocity, int _length, double ausfallswsl, int elements, int anzahl_sitze)

SkiTow
Class
Lift
Fields
numberOfLanes : int
Methods
calcFlowRate() : int
SkiTow(int number, int _velocity, int _length, double ausfallswsl, int elements, int anzahl_spuren)


Simulation
Class
Fields
addedLifts : List<Lift>
addedSkier : List<Skier>
addedTracks : List<Track>
status : bool
Methods
getLifts() : List<Lift>
getSkier() : List<Skier>
getTracks() : List<Track>
simulate(int startzeit, int endzeit) : void
Simulation(List<Lift> lifte, List<Skier> schifahrer, List<Hut> huetten, List<Track> strecken)


Program
Class
Methods
getTicketList() : List<Skier>
Main(string[] args) : void