Total Required Flows Class

Objects to store total flows for a single alternative

# Libraries/Classes calling on Total Required Flows Class

cashFlows

# Internal Library/Class dependencies

none

# External Library Dependencies

none

# Functions

Init – Class constructor

addFlow – Function to add a new cash or quantity flow to the existing flow in the object

blankFlow – Function to reset a flow to blank

updateAllFlows – simulataneously updates all flows in object

# Pseudo Code

Begin Pseudocode

Init

Variables for class

altID – int – the alternative that these total flows belong to

all the following are lists of floats

baselineBool – Boolean – denotes if the alternative is the baseline

sensBool – boolean

uncBool - boolean

{totCostNonDisc}

{totCostDisc}

{totCostNonDiscInv}

{totCostDiscInv}

{totCostNonDiscNonInv}

{totCostDiscNonInv}

{totBenefitsNonDisc}

{totBenefitsDisc}

{totCostDir}

{totCostInd}

{totCostExt}

{totCostDirDisc}

{totCostIndDisc}

{totCostExtDisc}

{totBenefitsDir}

{totBenefitsInd}

{totBenefitsExt}

{totBenefitsDirDisc}

{totBenefitsIndDisc}

{totBenefitsExtDisc}

End init

addFlow(self,flowName,flow)

Based on provided flowName (string with the exact same name as the variable without the enclosing brackets) add the flow to the appropriate variable

End update

updateFlow(self,flowName,flow)

Based on provided flowName (string with the exact same name as the variable without the enclosing brackets) reset current flow to the input flow

End update

updateAllFlows(self,list of flows)

Updates all flows simultaneously, just use the order the variables appear in this object as the order for the input.

End update

end Pseudocode