

ReGenESyS - REborned GENeric and Expansible SYstem Simulator
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1 Namespace Index	1
1.1 Namespace List	1
2 Hierarchical Index	1
2.1 Class Hierarchy	1
3 Class Index	13
3.1 Class List	13
4 File Index	24
4.1 File List	24
5 Namespace Documentation	41
5.1 QCP Namespace Reference	41
5.1.1 Detailed Description	41
5.1.2 Enumeration Type Documentation	41
5.1.3 Function Documentation	46
5.1.4 Variable Documentation	46
5.2 Ui Namespace Reference	46
5.3 yy Namespace Reference	47
5.3.1 Function Documentation	47
6 Class Documentation	50
6.1 Access Class Reference	50
6.1.1 Detailed Description	50
6.1.2 Constructor & Destructor Documentation	51
6.1.3 Member Function Documentation	51
6.2 AnElectronicAssemblyAndTestSystem Class Reference	52
6.2.1 Constructor & Destructor Documentation	52
6.2.2 Member Function Documentation	52
6.3 AnimateExpression Class Reference	53
6.3.1 Constructor & Destructor Documentation	53
6.4 Assign Class Reference	53
6.4.1 Detailed Description	54
6.4.2 Constructor & Destructor Documentation	54
6.4.3 Member Function Documentation	54
6.5 Assignment Class Reference	56
6.5.1 Detailed Description	56
6.5.2 Constructor & Destructor Documentation	56
6.5.3 Member Function Documentation	57
6.6 Attribute Class Reference	58
6.6.1 Detailed Description	58
6.6.2 Constructor & Destructor Documentation	58
6.6.3 Member Function Documentation	59

6.7 BaseGenesysTerminalApplication Class Reference	60
6.7.1 Constructor & Destructor Documentation	60
6.7.2 Member Function Documentation	61
6.8 yy::genesyspp_parser::basic_symbol< Base > Struct Template Reference	64
6.8.1 Detailed Description	64
6.8.2 Member Typedef Documentation	65
6.8.3 Constructor & Destructor Documentation	65
6.8.4 Member Function Documentation	66
6.8.5 Member Data Documentation	66
6.9 Batch Class Reference	67
6.9.1 Detailed Description	68
6.9.2 Member Enumeration Documentation	68
6.9.3 Constructor & Destructor Documentation	69
6.9.4 Member Function Documentation	69
6.10 Book_Cap02_Example01 Class Reference	71
6.10.1 Constructor & Destructor Documentation	72
6.10.2 Member Function Documentation	72
6.11 SamplerBoostImpl::BoostImplRNG_Parameters Struct Reference	72
6.11.1 Member Data Documentation	72
6.12 yy::genesyspp_parser::by_kind Struct Reference	73
6.12.1 Detailed Description	73
6.12.2 Member Typedef Documentation	73
6.12.3 Constructor & Destructor Documentation	73
6.12.4 Member Function Documentation	74
6.12.5 Member Data Documentation	74
6.13 QCPCAxisPainterPrivate::CachedLabel Struct Reference	75
6.13.1 Member Data Documentation	75
6.14 QCPLLabelPainterPrivate::CachedLabel Struct Reference	75
6.14.1 Member Data Documentation	75
6.15 CellularAutomata Class Reference	76
6.15.1 Constructor & Destructor Documentation	76
6.15.2 Member Function Documentation	77
6.16 CodeEditor Class Reference	78
6.16.1 Constructor & Destructor Documentation	78
6.16.2 Member Function Documentation	78
6.17 CppCode::CodeResult Class Reference	79
6.17.1 Constructor & Destructor Documentation	79
6.17.2 Member Data Documentation	79
6.18 Collector_if Class Reference	80
6.18.1 Detailed Description	80
6.18.2 Member Function Documentation	80
6.19 CollectorDatafile_if Class Reference	81

6.19.1 Detailed Description	81
6.19.2 Member Function Documentation	81
6.20 CollectorDatafileDefaultImpl1 Class Reference	82
6.20.1 Constructor & Destructor Documentation	83
6.20.2 Member Function Documentation	83
6.21 CollectorDefaultImpl1 Class Reference	85
6.21.1 Constructor & Destructor Documentation	85
6.21.2 Member Function Documentation	85
6.22 ComponentManager Class Reference	86
6.22.1 Detailed Description	87
6.22.2 Constructor & Destructor Documentation	87
6.22.3 Member Function Documentation	87
6.23 HypothesisTester_if::ConfidenceInterval Class Reference	89
6.23.1 Constructor & Destructor Documentation	89
6.23.2 Member Function Documentation	89
6.24 Connection Struct Reference	90
6.24.1 Member Data Documentation	90
6.25 ConnectionManager Class Reference	90
6.25.1 Detailed Description	91
6.25.2 Constructor & Destructor Documentation	91
6.25.3 Member Function Documentation	91
6.26 yy::genesyspp_parser::context Class Reference	94
6.26.1 Constructor & Destructor Documentation	94
6.26.2 Member Function Documentation	94
6.27 Counter Class Reference	95
6.27.1 Detailed Description	95
6.27.2 Constructor & Destructor Documentation	95
6.27.3 Member Function Documentation	96
6.28 CppCode Class Reference	97
6.28.1 Constructor & Destructor Documentation	98
6.28.2 Member Function Documentation	98
6.29 CppForG Class Reference	100
6.29.1 Detailed Description	101
6.29.2 Constructor & Destructor Documentation	101
6.29.3 Member Function Documentation	101
6.30 Create Class Reference	103
6.30.1 Detailed Description	103
6.30.2 Constructor & Destructor Documentation	104
6.30.3 Member Function Documentation	104
6.31 DataAnalyser_if Class Reference	105
6.31.1 Member Function Documentation	106
6.32 Decide Class Reference	107

6.32.1 Detailed Description	107
6.32.2 Constructor & Destructor Documentation	108
6.32.3 Member Function Documentation	108
6.33 Delay::DEFAULT_VALUES Struct Reference	109
6.33.1 Member Data Documentation	110
6.34 ModelComponent::DEFAULT_VALUES Struct Reference	110
6.34.1 Member Data Documentation	110
6.35 Seize::DEFAULT_VALUES Struct Reference	111
6.35.1 Member Data Documentation	111
6.36 SourceModelComponent::DEFAULT_VALUES Struct Reference	111
6.36.1 Member Data Documentation	112
6.37 SamplerDefaultImpl1::DefaultImpl1RNG_Parameters Struct Reference	112
6.37.1 Constructor & Destructor Documentation	113
6.37.2 Member Data Documentation	113
6.38 Delay Class Reference	113
6.38.1 Detailed Description	114
6.38.2 Constructor & Destructor Documentation	114
6.38.3 Member Function Documentation	115
6.38.4 Member Data Documentation	117
6.39 dialogBreakpoint Class Reference	117
6.39.1 Constructor & Destructor Documentation	117
6.39.2 Member Function Documentation	117
6.40 Ui::dialogBreakpoint Class Reference	118
6.41 Dispose Class Reference	118
6.41.1 Detailed Description	119
6.41.2 Constructor & Destructor Documentation	119
6.41.3 Member Function Documentation	119
6.42 DropOff Class Reference	121
6.42.1 Detailed Description	121
6.42.2 Constructor & Destructor Documentation	122
6.42.3 Member Function Documentation	122
6.43 DummyComponent Class Reference	123
6.43.1 Detailed Description	124
6.43.2 Constructor & Destructor Documentation	124
6.43.3 Member Function Documentation	124
6.44 DummyElement Class Reference	125
6.44.1 Constructor & Destructor Documentation	126
6.44.2 Member Function Documentation	126
6.45 Enter Class Reference	127
6.45.1 Detailed Description	128
6.45.2 Constructor & Destructor Documentation	128
6.45.3 Member Function Documentation	129

6.46 Entity Class Reference	130
6.46.1 Detailed Description	131
6.46.2 Member Function Documentation	132
6.46.3 Friends And Related Function Documentation	134
6.47 EntityGroup Class Reference	134
6.47.1 Constructor & Destructor Documentation	134
6.47.2 Member Function Documentation	135
6.48 EntityType Class Reference	136
6.48.1 Constructor & Destructor Documentation	137
6.48.2 Member Function Documentation	137
6.49 Event Class Reference	140
6.49.1 Detailed Description	140
6.49.2 Constructor & Destructor Documentation	140
6.49.3 Member Function Documentation	141
6.50 Exact Class Reference	142
6.50.1 Constructor & Destructor Documentation	142
6.50.2 Member Function Documentation	142
6.51 Exit Class Reference	144
6.51.1 Detailed Description	145
6.51.2 Constructor & Destructor Documentation	145
6.51.3 Member Function Documentation	145
6.52 ExperimentManager Class Reference	147
6.52.1 Constructor & Destructor Documentation	147
6.52.2 Member Function Documentation	147
6.53 ExperimentManager_if Class Reference	149
6.53.1 Detailed Description	149
6.53.2 Member Function Documentation	149
6.54 ExperimentManagerDefaultImpl1 Class Reference	150
6.54.1 Constructor & Destructor Documentation	150
6.54.2 Member Function Documentation	151
6.55 Failure Class Reference	151
6.55.1 Detailed Description	152
6.55.2 Constructor & Destructor Documentation	152
6.55.3 Member Function Documentation	153
6.56 File Class Reference	154
6.56.1 Detailed Description	155
6.56.2 Constructor & Destructor Documentation	155
6.56.3 Member Function Documentation	155
6.57 Fitter_if Class Reference	157
6.57.1 Member Function Documentation	157
6.58 FitterDummyImpl Class Reference	159
6.58.1 Constructor & Destructor Documentation	159

6.58.2 Member Function Documentation	160
6.59 Formula Class Reference	162
6.59.1 Constructor & Destructor Documentation	162
6.59.2 Member Function Documentation	162
6.60 FullSimulationOfComplexModel Class Reference	164
6.60.1 Constructor & Destructor Documentation	164
6.60.2 Member Function Documentation	165
6.61 ParserManager::GenerateNewParserResult Struct Reference	165
6.61.1 Member Data Documentation	165
6.62 GenesysApplication_if Class Reference	166
6.62.1 Member Function Documentation	166
6.63 genesyspp_driver Class Reference	166
6.63.1 Constructor & Destructor Documentation	167
6.63.2 Member Function Documentation	167
6.64 yy::genesyspp_parser Class Reference	170
6.64.1 Detailed Description	173
6.64.2 Member Typedef Documentation	173
6.64.3 Constructor & Destructor Documentation	174
6.64.4 Member Function Documentation	174
6.64.5 Member Data Documentation	186
6.65 GenesysShell_if Class Reference	186
6.65.1 Member Function Documentation	187
6.66 GenesysTerminalApp Class Reference	190
6.66.1 Constructor & Destructor Documentation	191
6.66.2 Member Function Documentation	191
6.67 Getter< T > Struct Template Reference	192
6.67.1 Member Typedef Documentation	193
6.68 GraphicalComponentPort Class Reference	193
6.68.1 Constructor & Destructor Documentation	193
6.68.2 Member Function Documentation	194
6.69 GraphicalConnection Class Reference	195
6.69.1 Constructor & Destructor Documentation	195
6.69.2 Member Function Documentation	196
6.70 GraphicalModelComponent Class Reference	197
6.70.1 Constructor & Destructor Documentation	197
6.70.2 Member Function Documentation	198
6.70.3 Member Data Documentation	198
6.71 GraphicalModelDataDefinition Class Reference	200
6.71.1 Constructor & Destructor Documentation	201
6.71.2 Member Function Documentation	201
6.71.3 Member Data Documentation	202
6.72 GraphicalModelEvent Class Reference	202

6.72.1 Member Enumeration Documentation	203
6.72.2 Constructor & Destructor Documentation	204
6.72.3 Member Data Documentation	204
6.73 Hold Class Reference	204
6.73.1 Detailed Description	205
6.73.2 Constructor & Destructor Documentation	205
6.73.3 Member Function Documentation	206
6.74 HypothesisTester_if Class Reference	207
6.74.1 Detailed Description	208
6.74.2 Member Enumeration Documentation	208
6.74.3 Member Function Documentation	208
6.75 HypothesisTesterDefaultImpl1 Class Reference	214
6.75.1 Constructor & Destructor Documentation	215
6.75.2 Member Function Documentation	215
6.76 Label Class Reference	221
6.76.1 Constructor & Destructor Documentation	221
6.76.2 Member Function Documentation	222
6.77 QCPLabelPainterPrivate::LabelData Struct Reference	223
6.77.1 Member Data Documentation	224
6.78 Leave Class Reference	225
6.78.1 Detailed Description	226
6.78.2 Constructor & Destructor Documentation	226
6.78.3 Member Function Documentation	227
6.79 LicenceManager Class Reference	228
6.79.1 Detailed Description	229
6.79.2 Constructor & Destructor Documentation	229
6.79.3 Member Function Documentation	229
6.80 LineNumberArea Class Reference	230
6.80.1 Constructor & Destructor Documentation	231
6.80.2 Member Function Documentation	231
6.81 List< T > Class Template Reference	231
6.81.1 Detailed Description	232
6.81.2 Member Typedef Documentation	232
6.81.3 Constructor & Destructor Documentation	233
6.81.4 Member Function Documentation	233
6.81.5 Member Data Documentation	235
6.82 ListObservable< T > Class Template Reference	236
6.82.1 Detailed Description	236
6.82.2 Member Typedef Documentation	236
6.82.3 Constructor & Destructor Documentation	237
6.82.4 Member Function Documentation	237
6.83 yy::location Class Reference	238

6.83.1 Detailed Description	238
6.83.2 Member Typedef Documentation	238
6.83.3 Constructor & Destructor Documentation	239
6.83.4 Member Function Documentation	239
6.83.5 Member Data Documentation	240
6.84 LODE Class Reference	240
6.84.1 Detailed Description	241
6.84.2 Constructor & Destructor Documentation	241
6.84.3 Member Function Documentation	242
6.85 MainWindow Class Reference	244
6.85.1 Constructor & Destructor Documentation	244
6.85.2 Member Function Documentation	244
6.86 Ui::MainWindow Class Reference	244
6.87 MarkovChain Class Reference	245
6.87.1 Constructor & Destructor Documentation	245
6.87.2 Member Function Documentation	246
6.88 Match Class Reference	248
6.88.1 Detailed Description	249
6.88.2 Member Enumeration Documentation	249
6.88.3 Constructor & Destructor Documentation	249
6.88.4 Member Function Documentation	250
6.89 Model Class Reference	252
6.89.1 Detailed Description	253
6.89.2 Constructor & Destructor Documentation	253
6.89.3 Member Function Documentation	253
6.90 ModelChecker_if Class Reference	257
6.90.1 Detailed Description	258
6.90.2 Member Function Documentation	258
6.91 ModelCheckerDefaultImpl1 Class Reference	259
6.91.1 Constructor & Destructor Documentation	259
6.91.2 Member Function Documentation	259
6.92 ModelComponent Class Reference	260
6.92.1 Detailed Description	261
6.92.2 Constructor & Destructor Documentation	261
6.92.3 Member Function Documentation	262
6.92.4 Member Data Documentation	264
6.93 ModelDataDefinition Class Reference	264
6.93.1 Detailed Description	265
6.93.2 Constructor & Destructor Documentation	265
6.93.3 Member Function Documentation	266
6.93.4 Member Data Documentation	270
6.94 ModelDataManager Class Reference	271

6.94.1 Detailed Description	272
6.94.2 Constructor & Destructor Documentation	272
6.94.3 Member Function Documentation	272
6.95 ModelGraphicsScene Class Reference	274
6.95.1 Constructor & Destructor Documentation	275
6.95.2 Member Function Documentation	276
6.96 ModelGraphicsView Class Reference	279
6.96.1 Constructor & Destructor Documentation	280
6.96.2 Member Function Documentation	280
6.97 ModelInfo Class Reference	282
6.97.1 Detailed Description	283
6.97.2 Constructor & Destructor Documentation	283
6.97.3 Member Function Documentation	283
6.98 ModelManager Class Reference	284
6.98.1 Constructor & Destructor Documentation	285
6.98.2 Member Function Documentation	285
6.99 ModelPersistence_if Class Reference	286
6.99.1 Detailed Description	287
6.99.2 Member Enumeration Documentation	287
6.99.3 Member Function Documentation	287
6.100 ModelPersistenceDefaultImpl1 Class Reference	288
6.100.1 Constructor & Destructor Documentation	289
6.100.2 Member Function Documentation	289
6.100.3 Friends And Related Function Documentation	290
6.101 ModelSimulation Class Reference	290
6.101.1 Detailed Description	291
6.101.2 Constructor & Destructor Documentation	291
6.101.3 Member Function Documentation	292
6.101.4 Friends And Related Function Documentation	297
6.102 dialogBreakpoint::MVCResult Class Reference	297
6.102.1 Constructor & Destructor Documentation	297
6.102.2 Member Data Documentation	298
6.103 ParserManager::NewParser Struct Reference	298
6.103.1 Member Data Documentation	298
6.104 obj_t Class Reference	299
6.104.1 Constructor & Destructor Documentation	299
6.104.2 Member Data Documentation	300
6.105 ODEfunction Class Reference	300
6.105.1 Constructor & Destructor Documentation	300
6.105.2 Member Data Documentation	301
6.106 OLD_ODEelement Class Reference	301
6.106.1 Constructor & Destructor Documentation	302

6.106.2 Member Function Documentation	302
6.107 OnEventManager Class Reference	303
6.107.1 Detailed Description	305
6.107.2 Constructor & Destructor Documentation	305
6.107.3 Member Function Documentation	305
6.108 OperatingSystem02 Class Reference	309
6.108.1 Constructor & Destructor Documentation	310
6.108.2 Member Function Documentation	310
6.109 OperatingSystem03 Class Reference	310
6.109.1 Constructor & Destructor Documentation	310
6.109.2 Member Function Documentation	311
6.110 Parser_if Class Reference	311
6.110.1 Member Function Documentation	311
6.111 ParserChangesInformation Class Reference	312
6.111.1 Constructor & Destructor Documentation	312
6.112 ParserDefaultImpl1 Class Reference	313
6.112.1 Constructor & Destructor Documentation	313
6.112.2 Member Function Documentation	313
6.113 ParserDefaultImpl2 Class Reference	314
6.113.1 Constructor & Destructor Documentation	314
6.113.2 Member Function Documentation	314
6.114 ParserManager Class Reference	315
6.114.1 Constructor & Destructor Documentation	316
6.114.2 Member Function Documentation	316
6.115 PersistentObject_base Class Reference	316
6.115.1 Constructor & Destructor Documentation	317
6.115.2 Member Function Documentation	317
6.116 PickStation Class Reference	318
6.116.1 Detailed Description	318
6.116.2 Constructor & Destructor Documentation	318
6.116.3 Member Function Documentation	319
6.117 PickUp Class Reference	320
6.117.1 Detailed Description	320
6.117.2 Constructor & Destructor Documentation	321
6.117.3 Member Function Documentation	321
6.118 Plugin Class Reference	322
6.118.1 Detailed Description	322
6.118.2 Constructor & Destructor Documentation	323
6.118.3 Member Function Documentation	323
6.119 PluginConnector_if Class Reference	324
6.119.1 Member Function Documentation	324
6.120 PluginConnectorDummyImpl1 Class Reference	325

6.120.1 Constructor & Destructor Documentation	325
6.120.2 Member Function Documentation	325
6.121 PluginInformation Class Reference	326
6.121.1 Constructor & Destructor Documentation	327
6.121.2 Member Function Documentation	327
6.122 PluginManager Class Reference	332
6.122.1 Constructor & Destructor Documentation	332
6.122.2 Member Function Documentation	332
6.123 yy::position Class Reference	334
6.123.1 Detailed Description	335
6.123.2 Member Typedef Documentation	335
6.123.3 Constructor & Destructor Documentation	335
6.123.4 Member Function Documentation	335
6.123.5 Member Data Documentation	336
6.124 ProbabilityDistribution Class Reference	336
6.124.1 Member Function Documentation	337
6.125 Process Class Reference	339
6.125.1 Detailed Description	340
6.125.2 Constructor & Destructor Documentation	340
6.125.3 Member Function Documentation	341
6.126 PropertyBase Class Reference	343
6.126.1 Constructor & Destructor Documentation	344
6.126.2 Member Function Documentation	344
6.126.3 Member Data Documentation	345
6.127 PropertyEditor Class Reference	345
6.127.1 Constructor & Destructor Documentation	346
6.127.2 Member Function Documentation	346
6.128 PropertyManager Class Reference	346
6.128.1 Constructor & Destructor Documentation	346
6.129 PropertyT< T > Class Template Reference	346
6.129.1 Constructor & Destructor Documentation	347
6.129.2 Member Function Documentation	347
6.129.3 Member Data Documentation	347
6.130 QCPAbstractItem Class Reference	348
6.130.1 Detailed Description	349
6.130.2 Clipping	350
6.130.3 Using items	350
6.130.4 Creating own items	350
6.130.5 Constructor & Destructor Documentation	351
6.130.6 Member Function Documentation	351
6.130.7 Friends And Related Function Documentation	356
6.130.8 Member Data Documentation	357

6.131 QCPAbstractLegendItem Class Reference	357
6.131.1 Detailed Description	358
6.131.2 Constructor & Destructor Documentation	359
6.131.3 Member Function Documentation	359
6.131.4 Friends And Related Function Documentation	362
6.131.5 Member Data Documentation	362
6.132 QCPAbstractPaintBuffer Class Reference	363
6.132.1 Detailed Description	364
6.132.2 Constructor & Destructor Documentation	364
6.132.3 Member Function Documentation	365
6.132.4 Member Data Documentation	367
6.133 QCPAbstractPlottable Class Reference	367
6.133.1 Detailed Description	369
6.133.2 Creating own plottables	370
6.133.3 Constructor & Destructor Documentation	371
6.133.4 Member Function Documentation	371
6.133.5 Friends And Related Function Documentation	382
6.133.6 Member Data Documentation	382
6.134 QCPAbstractPlottable1D< DataType > Class Template Reference	383
6.134.1 Detailed Description	384
6.134.2 Constructor & Destructor Documentation	384
6.134.3 Member Function Documentation	385
6.134.4 Member Data Documentation	388
6.135 QCPAxis Class Reference	389
6.135.1 Detailed Description	393
6.135.2 Member Enumeration Documentation	393
6.135.3 Constructor & Destructor Documentation	394
6.135.4 Member Function Documentation	395
6.135.5 Friends And Related Function Documentation	417
6.135.6 Member Data Documentation	418
6.136 QCPAxisPainterPrivate Class Reference	422
6.136.1 Constructor & Destructor Documentation	423
6.136.2 Member Function Documentation	423
6.136.3 Member Data Documentation	425
6.137 QCPAxisRect Class Reference	428
6.137.1 Detailed Description	430
6.137.2 Constructor & Destructor Documentation	431
6.137.3 Member Function Documentation	431
6.137.4 Friends And Related Function Documentation	445
6.137.5 Member Data Documentation	445
6.138 QCPAxisTicker Class Reference	447
6.138.1 Detailed Description	448

6.138.2 Creating own axis tickers	449
6.138.3 Member Enumeration Documentation	449
6.138.4 Constructor & Destructor Documentation	449
6.138.5 Member Function Documentation	450
6.138.6 Member Data Documentation	452
6.139 QCPAxisTickerDateTime Class Reference	453
6.139.1 Detailed Description	454
6.139.2 Member Enumeration Documentation	454
6.139.3 Constructor & Destructor Documentation	454
6.139.4 Member Function Documentation	455
6.139.5 Member Data Documentation	458
6.140 QCPAxisTickerFixed Class Reference	459
6.140.1 Detailed Description	460
6.140.2 Member Enumeration Documentation	460
6.140.3 Constructor & Destructor Documentation	460
6.140.4 Member Function Documentation	460
6.140.5 Member Data Documentation	461
6.141 QCPAxisTickerLog Class Reference	462
6.141.1 Detailed Description	462
6.141.2 Constructor & Destructor Documentation	462
6.141.3 Member Function Documentation	463
6.141.4 Member Data Documentation	463
6.142 QCPAxisTickerPi Class Reference	464
6.142.1 Detailed Description	465
6.142.2 Member Enumeration Documentation	465
6.142.3 Constructor & Destructor Documentation	465
6.142.4 Member Function Documentation	466
6.142.5 Member Data Documentation	468
6.143 QCPAxisTickerText Class Reference	468
6.143.1 Detailed Description	469
6.143.2 Constructor & Destructor Documentation	469
6.143.3 Member Function Documentation	469
6.143.4 Member Data Documentation	473
6.144 QCPAxisTickerTime Class Reference	473
6.144.1 Detailed Description	474
6.144.2 Member Enumeration Documentation	474
6.144.3 Constructor & Destructor Documentation	475
6.144.4 Member Function Documentation	475
6.144.5 Member Data Documentation	476
6.145 QCPBars Class Reference	477
6.145.1 Detailed Description	479
6.145.2 Changing the appearance	479

6.145.3 Usage	479
6.145.4 Member Enumeration Documentation	479
6.145.5 Constructor & Destructor Documentation	480
6.145.6 Member Function Documentation	480
6.145.7 Friends And Related Function Documentation	487
6.145.8 Member Data Documentation	487
6.146 QCPBarsData Class Reference	488
6.146.1 Detailed Description	488
6.146.2 Constructor & Destructor Documentation	489
6.146.3 Member Function Documentation	489
6.146.4 Member Data Documentation	490
6.147 QCPBarsGroup Class Reference	490
6.147.1 Detailed Description	491
6.147.2 Usage	492
6.147.3 Example	492
6.147.4 Member Enumeration Documentation	492
6.147.5 Constructor & Destructor Documentation	492
6.147.6 Member Function Documentation	493
6.147.7 Friends And Related Function Documentation	496
6.147.8 Member Data Documentation	496
6.148 QCPColorGradient Class Reference	496
6.148.1 Detailed Description	498
6.148.2 Member Enumeration Documentation	498
6.148.3 Constructor & Destructor Documentation	499
6.148.4 Member Function Documentation	500
6.148.5 Member Data Documentation	504
6.149 QCPColorMap Class Reference	505
6.149.1 Detailed Description	507
6.149.2 Changing the appearance	507
6.149.3 Transparency	507
6.149.4 Usage	508
6.149.5 Constructor & Destructor Documentation	508
6.149.6 Member Function Documentation	508
6.149.7 Friends And Related Function Documentation	514
6.149.8 Member Data Documentation	515
6.150 QCPColorMapData Class Reference	516
6.150.1 Detailed Description	517
6.150.2 Constructor & Destructor Documentation	517
6.150.3 Member Function Documentation	518
6.150.4 Friends And Related Function Documentation	524
6.150.5 Member Data Documentation	524
6.151 QCPColorScale Class Reference	525

6.151.1 Detailed Description	527
6.151.2 Constructor & Destructor Documentation	527
6.151.3 Member Function Documentation	527
6.151.4 Friends And Related Function Documentation	533
6.151.5 Member Data Documentation	533
6.152 QCPCColorScaleAxisRectPrivate Class Reference	534
6.152.1 Constructor & Destructor Documentation	535
6.152.2 Member Function Documentation	535
6.152.3 Friends And Related Function Documentation	536
6.152.4 Member Data Documentation	536
6.153 QCPCurve Class Reference	537
6.153.1 Detailed Description	538
6.153.2 Changing the appearance	539
6.153.3 Usage	539
6.153.4 Member Enumeration Documentation	539
6.153.5 Constructor & Destructor Documentation	539
6.153.6 Member Function Documentation	540
6.153.7 Friends And Related Function Documentation	546
6.153.8 Member Data Documentation	546
6.154 QCPCurveData Class Reference	547
6.154.1 Detailed Description	547
6.154.2 Constructor & Destructor Documentation	548
6.154.3 Member Function Documentation	548
6.154.4 Member Data Documentation	549
6.155 QCPDataContainer< DataType > Class Template Reference	549
6.155.1 Detailed Description	551
6.155.2 Requirements for the DataType template parameter	551
6.155.3 Member Typedef Documentation	552
6.155.4 Constructor & Destructor Documentation	552
6.155.5 Member Function Documentation	552
6.155.6 Friends And Related Function Documentation	559
6.155.7 Member Data Documentation	559
6.156 QCPDataRange Class Reference	560
6.156.1 Detailed Description	561
6.156.2 Constructor & Destructor Documentation	561
6.156.3 Member Function Documentation	561
6.156.4 Friends And Related Function Documentation	564
6.157 QCPDataSelection Class Reference	565
6.157.1 Detailed Description	566
6.157.2 Iterating over a data selection	566
6.157.3 Constructor & Destructor Documentation	566
6.157.4 Member Function Documentation	566

6.157.5 Friends And Related Function Documentation	570
6.158 QCPErrors Class Reference	571
6.158.1 Detailed Description	573
6.158.2 Changing the appearance	573
6.158.3 Member Enumeration Documentation	573
6.158.4 Constructor & Destructor Documentation	573
6.158.5 Member Function Documentation	574
6.158.6 Friends And Related Function Documentation	582
6.158.7 Member Data Documentation	582
6.159 QCPErrorsData Class Reference	583
6.159.1 Detailed Description	584
6.159.2 Constructor & Destructor Documentation	584
6.159.3 Member Data Documentation	584
6.160 QCPFinancial Class Reference	585
6.160.1 Detailed Description	586
6.160.2 Changing the appearance	587
6.160.3 Usage	587
6.160.4 Member Enumeration Documentation	587
6.160.5 Constructor & Destructor Documentation	588
6.160.6 Member Function Documentation	588
6.160.7 Friends And Related Function Documentation	595
6.160.8 Member Data Documentation	596
6.161 QCPFinancialData Class Reference	596
6.161.1 Detailed Description	597
6.161.2 Constructor & Destructor Documentation	597
6.161.3 Member Function Documentation	598
6.161.4 Member Data Documentation	599
6.162 QCPGraph Class Reference	600
6.162.1 Detailed Description	601
6.162.2 Changing the appearance	602
6.162.3 Member Enumeration Documentation	602
6.162.4 Constructor & Destructor Documentation	602
6.162.5 Member Function Documentation	603
6.162.6 Friends And Related Function Documentation	611
6.162.7 Member Data Documentation	611
6.163 QCPGraphData Class Reference	612
6.163.1 Detailed Description	612
6.163.2 Constructor & Destructor Documentation	612
6.163.3 Member Function Documentation	613
6.163.4 Member Data Documentation	614
6.164 QCPGrid Class Reference	614
6.164.1 Detailed Description	615

6.164.2 Constructor & Destructor Documentation	615
6.164.3 Member Function Documentation	615
6.164.4 Friends And Related Function Documentation	617
6.164.5 Member Data Documentation	618
6.165 QCItemAnchor Class Reference	618
6.165.1 Detailed Description	619
6.165.2 Constructor & Destructor Documentation	619
6.165.3 Member Function Documentation	620
6.165.4 Friends And Related Function Documentation	621
6.165.5 Member Data Documentation	621
6.166 QCItemBracket Class Reference	622
6.166.1 Detailed Description	623
6.166.2 Member Enumeration Documentation	623
6.166.3 Constructor & Destructor Documentation	624
6.166.4 Member Function Documentation	624
6.166.5 Member Data Documentation	626
6.167 QCItemCurve Class Reference	627
6.167.1 Detailed Description	628
6.167.2 Constructor & Destructor Documentation	628
6.167.3 Member Function Documentation	629
6.167.4 Member Data Documentation	631
6.168 QCItemEllipse Class Reference	632
6.168.1 Detailed Description	633
6.168.2 Member Enumeration Documentation	633
6.168.3 Constructor & Destructor Documentation	634
6.168.4 Member Function Documentation	634
6.168.5 Member Data Documentation	636
6.169 QCItemLine Class Reference	638
6.169.1 Detailed Description	639
6.169.2 Constructor & Destructor Documentation	639
6.169.3 Member Function Documentation	639
6.169.4 Member Data Documentation	642
6.170 QCItemPixmap Class Reference	642
6.170.1 Detailed Description	644
6.170.2 Member Enumeration Documentation	644
6.170.3 Constructor & Destructor Documentation	644
6.170.4 Member Function Documentation	644
6.170.5 Member Data Documentation	647
6.171 QCItemPosition Class Reference	649
6.171.1 Detailed Description	650
6.171.2 Member Enumeration Documentation	650
6.171.3 Constructor & Destructor Documentation	651

6.171.4 Member Function Documentation	651
6.171.5 Member Data Documentation	656
6.172 QCItemRect Class Reference	657
6.172.1 Detailed Description	658
6.172.2 Member Enumeration Documentation	659
6.172.3 Constructor & Destructor Documentation	659
6.172.4 Member Function Documentation	659
6.172.5 Member Data Documentation	662
6.173 QCItemStraightLine Class Reference	663
6.173.1 Detailed Description	664
6.173.2 Constructor & Destructor Documentation	664
6.173.3 Member Function Documentation	664
6.173.4 Member Data Documentation	666
6.174 QCItemText Class Reference	666
6.174.1 Detailed Description	668
6.174.2 Member Enumeration Documentation	668
6.174.3 Constructor & Destructor Documentation	669
6.174.4 Member Function Documentation	669
6.174.5 Member Data Documentation	674
6.175 QCItemTracer Class Reference	676
6.175.1 Detailed Description	678
6.175.2 Member Enumeration Documentation	678
6.175.3 Constructor & Destructor Documentation	679
6.175.4 Member Function Documentation	679
6.175.5 Member Data Documentation	683
6.176 QCLabelPainterPrivate Class Reference	684
6.176.1 Member Enumeration Documentation	686
6.176.2 Constructor & Destructor Documentation	687
6.176.3 Member Function Documentation	687
6.176.4 Member Data Documentation	691
6.177 QCPLayer Class Reference	693
6.177.1 Detailed Description	694
6.177.2 Default layers	694
6.177.3 Controlling the rendering order via layers	695
6.177.4 Replotting only a specific layer	695
6.177.5 Member Enumeration Documentation	695
6.177.6 Constructor & Destructor Documentation	695
6.177.7 Member Function Documentation	696
6.177.8 Friends And Related Function Documentation	698
6.177.9 Member Data Documentation	698
6.178 QCPLayerable Class Reference	699
6.178.1 Detailed Description	700

6.178.2 Constructor & Destructor Documentation	700
6.178.3 Member Function Documentation	701
6.178.4 Friends And Related Function Documentation	707
6.178.5 Member Data Documentation	707
6.179 QCPLayout Class Reference	708
6.179.1 Detailed Description	709
6.179.2 Constructor & Destructor Documentation	709
6.179.3 Member Function Documentation	709
6.179.4 Friends And Related Function Documentation	713
6.180 QCPLayoutElement Class Reference	713
6.180.1 Detailed Description	715
6.180.2 Member Enumeration Documentation	715
6.180.3 Constructor & Destructor Documentation	716
6.180.4 Member Function Documentation	716
6.180.5 Friends And Related Function Documentation	723
6.180.6 Member Data Documentation	723
6.181 QCPLayoutGrid Class Reference	724
6.181.1 Detailed Description	726
6.181.2 Member Enumeration Documentation	726
6.181.3 Constructor & Destructor Documentation	726
6.181.4 Member Function Documentation	727
6.181.5 Member Data Documentation	736
6.182 QCPLayoutInset Class Reference	736
6.182.1 Detailed Description	737
6.182.2 Member Enumeration Documentation	737
6.182.3 Constructor & Destructor Documentation	738
6.182.4 Member Function Documentation	738
6.182.5 Member Data Documentation	741
6.183 QCPLegend Class Reference	742
6.183.1 Detailed Description	744
6.183.2 Member Enumeration Documentation	745
6.183.3 Constructor & Destructor Documentation	745
6.183.4 Member Function Documentation	745
6.183.5 Friends And Related Function Documentation	754
6.183.6 Member Data Documentation	754
6.184 QCPLineEnding Class Reference	756
6.184.1 Detailed Description	757
6.184.2 Member Enumeration Documentation	757
6.184.3 Constructor & Destructor Documentation	757
6.184.4 Member Function Documentation	758
6.184.5 Member Data Documentation	759
6.185 QCPLMarginGroup Class Reference	760

6.185.1 Detailed Description	761
6.185.2 Example	761
6.185.3 Constructor & Destructor Documentation	761
6.185.4 Member Function Documentation	761
6.185.5 Friends And Related Function Documentation	762
6.185.6 Member Data Documentation	762
6.186 QCPPaintBufferPixmap Class Reference	763
6.186.1 Detailed Description	763
6.186.2 Constructor & Destructor Documentation	763
6.186.3 Member Function Documentation	764
6.186.4 Member Data Documentation	765
6.187 QCPPainter Class Reference	765
6.187.1 Detailed Description	766
6.187.2 Member Enumeration Documentation	766
6.187.3 Constructor & Destructor Documentation	766
6.187.4 Member Function Documentation	767
6.187.5 Member Data Documentation	769
6.188 QCPPlottableInterface1D Class Reference	770
6.188.1 Detailed Description	770
6.188.2 Constructor & Destructor Documentation	771
6.188.3 Member Function Documentation	771
6.189 QCPPlottableLegendItem Class Reference	774
6.189.1 Detailed Description	774
6.189.2 Constructor & Destructor Documentation	774
6.189.3 Member Function Documentation	775
6.189.4 Member Data Documentation	776
6.190 QCPPolarAxisAngular Class Reference	776
6.190.1 Detailed Description	780
6.190.2 Member Enumeration Documentation	781
6.190.3 Constructor & Destructor Documentation	781
6.190.4 Member Function Documentation	781
6.190.5 Friends And Related Function Documentation	805
6.190.6 Member Data Documentation	805
6.191 QCPPolarAxisRadial Class Reference	811
6.191.1 Detailed Description	815
6.191.2 Member Enumeration Documentation	815
6.191.3 Constructor & Destructor Documentation	816
6.191.4 Member Function Documentation	817
6.191.5 Friends And Related Function Documentation	838
6.191.6 Member Data Documentation	838
6.192 QCPPolarGraph Class Reference	843
6.192.1 Detailed Description	845

6.192.2 Member Enumeration Documentation	845
6.192.3 Constructor & Destructor Documentation	846
6.192.4 Member Function Documentation	846
6.192.5 Friends And Related Function Documentation	857
6.192.6 Member Data Documentation	857
6.193 QCPPolarGrid Class Reference	858
6.193.1 Detailed Description	860
6.193.2 Member Enumeration Documentation	860
6.193.3 Constructor & Destructor Documentation	860
6.193.4 Member Function Documentation	860
6.193.5 Member Data Documentation	863
6.194 QCPPolarLegendItem Class Reference	864
6.194.1 Detailed Description	865
6.194.2 Constructor & Destructor Documentation	865
6.194.3 Member Function Documentation	865
6.194.4 Member Data Documentation	866
6.195 QCPRange Class Reference	866
6.195.1 Detailed Description	868
6.195.2 Constructor & Destructor Documentation	868
6.195.3 Member Function Documentation	868
6.195.4 Friends And Related Function Documentation	871
6.195.5 Member Data Documentation	872
6.196 QCPScatterStyle Class Reference	873
6.196.1 Detailed Description	875
6.196.2 Specifying a scatter style	875
6.196.3 Leaving the color/pen up to the plottable	875
6.196.4 Custom shapes and pixmaps	875
6.196.5 Member Enumeration Documentation	875
6.196.6 Constructor & Destructor Documentation	876
6.196.7 Member Function Documentation	878
6.196.8 Member Data Documentation	881
6.197 QCPSelectionDecorator Class Reference	882
6.197.1 Detailed Description	883
6.197.2 Constructor & Destructor Documentation	883
6.197.3 Member Function Documentation	884
6.197.4 Friends And Related Function Documentation	886
6.197.5 Member Data Documentation	886
6.198 QCPSelectionDecoratorBracket Class Reference	887
6.198.1 Detailed Description	888
6.198.2 Member Enumeration Documentation	888
6.198.3 Constructor & Destructor Documentation	888
6.198.4 Member Function Documentation	889

6.198.5 Member Data Documentation	891
6.199 QCPSelectionRect Class Reference	892
6.199.1 Detailed Description	893
6.199.2 Constructor & Destructor Documentation	893
6.199.3 Member Function Documentation	894
6.199.4 Friends And Related Function Documentation	896
6.199.5 Member Data Documentation	896
6.200 QCPStatisticalBox Class Reference	897
6.200.1 Detailed Description	898
6.200.2 Changing the appearance	898
6.200.3 Usage	899
6.200.4 Constructor & Destructor Documentation	899
6.200.5 Member Function Documentation	899
6.200.6 Friends And Related Function Documentation	905
6.200.7 Member Data Documentation	906
6.201 QCPStatisticalBoxData Class Reference	907
6.201.1 Detailed Description	907
6.201.2 Constructor & Destructor Documentation	908
6.201.3 Member Function Documentation	908
6.201.4 Member Data Documentation	909
6.202 QCPTextElement Class Reference	910
6.202.1 Detailed Description	912
6.202.2 Constructor & Destructor Documentation	912
6.202.3 Member Function Documentation	913
6.202.4 Member Data Documentation	919
6.203 QCPVector2D Class Reference	920
6.203.1 Detailed Description	921
6.203.2 Constructor & Destructor Documentation	921
6.203.3 Member Function Documentation	921
6.203.4 Friends And Related Function Documentation	925
6.204 QCustomPlot Class Reference	926
6.204.1 Detailed Description	931
6.204.2 Member Enumeration Documentation	931
6.204.3 Constructor & Destructor Documentation	932
6.204.4 Member Function Documentation	932
6.204.5 Friends And Related Function Documentation	967
6.204.6 Member Data Documentation	967
6.205 Queue Class Reference	972
6.205.1 Detailed Description	973
6.205.2 Member Enumeration Documentation	973
6.205.3 Constructor & Destructor Documentation	974
6.205.4 Member Function Documentation	974

6.206 QueueableItem Class Reference	977
6.206.1 Member Enumeration Documentation	977
6.206.2 Constructor & Destructor Documentation	977
6.206.3 Member Function Documentation	978
6.207 Record Class Reference	979
6.207.1 Detailed Description	980
6.207.2 Constructor & Destructor Documentation	980
6.207.3 Member Function Documentation	981
6.208 Release Class Reference	983
6.208.1 Detailed Description	984
6.208.2 Constructor & Destructor Documentation	984
6.208.3 Member Function Documentation	984
6.209 Remove Class Reference	986
6.209.1 Detailed Description	987
6.209.2 Constructor & Destructor Documentation	987
6.209.3 Member Function Documentation	987
6.210 Resource Class Reference	988
6.210.1 Detailed Description	989
6.210.2 Member Typedef Documentation	990
6.210.3 Member Enumeration Documentation	990
6.210.4 Constructor & Destructor Documentation	990
6.210.5 Member Function Documentation	991
6.211 Sampler_if::RNG_Parameters Struct Reference	994
6.211.1 Detailed Description	994
6.211.2 Constructor & Destructor Documentation	994
6.212 Route Class Reference	994
6.212.1 Detailed Description	995
6.212.2 Member Enumeration Documentation	995
6.212.3 Constructor & Destructor Documentation	996
6.212.4 Member Function Documentation	996
6.213 Sampler_if Class Reference	999
6.213.1 Detailed Description	999
6.213.2 Member Function Documentation	999
6.214 SamplerBoostImpl Class Reference	1002
6.214.1 Constructor & Destructor Documentation	1003
6.214.2 Member Function Documentation	1003
6.215 SamplerDefaultImpl1 Class Reference	1006
6.215.1 Constructor & Destructor Documentation	1006
6.215.2 Member Function Documentation	1006
6.216 ScenarioExperiment_if Class Reference	1010
6.217 Schedule Class Reference	1010
6.217.1 Detailed Description	1011

6.217.2 Constructor & Destructor Documentation	1011
6.217.3 Member Function Documentation	1011
6.218 Search Class Reference	1012
6.218.1 Detailed Description	1013
6.218.2 Constructor & Destructor Documentation	1013
6.218.3 Member Function Documentation	1014
6.219 SeizableItem Class Reference	1015
6.219.1 Member Enumeration Documentation	1016
6.219.2 Constructor & Destructor Documentation	1016
6.219.3 Member Function Documentation	1016
6.220 Seize Class Reference	1019
6.220.1 Detailed Description	1020
6.220.2 Constructor & Destructor Documentation	1021
6.220.3 Member Function Documentation	1021
6.220.4 Member Data Documentation	1023
6.221 Separate Class Reference	1023
6.221.1 Detailed Description	1024
6.221.2 Constructor & Destructor Documentation	1024
6.221.3 Member Function Documentation	1025
6.222 Sequence Class Reference	1026
6.222.1 Detailed Description	1026
6.222.2 Constructor & Destructor Documentation	1027
6.222.3 Member Function Documentation	1027
6.223 SequenceStep Class Reference	1028
6.223.1 Constructor & Destructor Documentation	1028
6.223.2 Member Function Documentation	1029
6.224 Set Class Reference	1030
6.224.1 Detailed Description	1031
6.224.2 Constructor & Destructor Documentation	1031
6.224.3 Member Function Documentation	1031
6.225 Setter< T > Struct Template Reference	1033
6.225.1 Member Typedef Documentation	1033
6.226 Signal Class Reference	1033
6.226.1 Detailed Description	1034
6.226.2 Constructor & Destructor Documentation	1034
6.226.3 Member Function Documentation	1034
6.227 SimulationEvent Class Reference	1036
6.227.1 Detailed Description	1036
6.227.2 Member Function Documentation	1037
6.227.3 Friends And Related Function Documentation	1039
6.228 SimulationExperiment Class Reference	1039
6.228.1 Constructor & Destructor Documentation	1039

6.229 SimulationReporter_if Class Reference	1040
6.229.1 Member Function Documentation	1040
6.230 SimulationReporterDefaultImpl1 Class Reference	1041
6.230.1 Detailed Description	1041
6.230.2 Constructor & Destructor Documentation	1041
6.230.3 Member Function Documentation	1041
6.231 SimulationScenario Class Reference	1042
6.231.1 Detailed Description	1043
6.231.2 Constructor & Destructor Documentation	1043
6.231.3 Member Function Documentation	1043
6.232 Simulator Class Reference	1045
6.232.1 Detailed Description	1045
6.232.2 Constructor & Destructor Documentation	1045
6.232.3 Member Function Documentation	1046
6.232.4 Friends And Related Function Documentation	1046
6.233 SinkModelComponent Class Reference	1047
6.233.1 Detailed Description	1047
6.233.2 Constructor & Destructor Documentation	1047
6.233.3 Member Function Documentation	1048
6.234 yy::genesyspp_parser::stack< T, S >::slice Class Reference	1048
6.234.1 Detailed Description	1049
6.234.2 Constructor & Destructor Documentation	1049
6.234.3 Member Function Documentation	1049
6.235 Smart_AssignWriteSeizes Class Reference	1049
6.235.1 Constructor & Destructor Documentation	1049
6.235.2 Member Function Documentation	1050
6.236 Smart_BatchSeparate Class Reference	1050
6.236.1 Constructor & Destructor Documentation	1050
6.236.2 Member Function Documentation	1050
6.237 Smart_CellularAutomata1 Class Reference	1051
6.237.1 Constructor & Destructor Documentation	1051
6.238 Smart_CppForG Class Reference	1052
6.238.1 Constructor & Destructor Documentation	1052
6.238.2 Member Function Documentation	1052
6.239 Smart_Delay Class Reference	1052
6.239.1 Constructor & Destructor Documentation	1053
6.239.2 Member Function Documentation	1053
6.240 Smart_Dummy Class Reference	1053
6.240.1 Constructor & Destructor Documentation	1053
6.240.2 Member Function Documentation	1054
6.241 Smart_HoldSignal Class Reference	1054
6.241.1 Constructor & Destructor Documentation	1054

6.241.2 Member Function Documentation	1054
6.242 Smart_ModelInfoModelSimulation Class Reference	1055
6.242.1 Constructor & Destructor Documentation	1055
6.242.2 Member Function Documentation	1055
6.243 Smart_ODE Class Reference	1056
6.243.1 Constructor & Destructor Documentation	1056
6.243.2 Member Function Documentation	1056
6.244 Smart_OnEvent Class Reference	1056
6.244.1 Constructor & Destructor Documentation	1057
6.244.2 Member Function Documentation	1057
6.245 Smart_Parser Class Reference	1059
6.245.1 Constructor & Destructor Documentation	1059
6.245.2 Member Function Documentation	1060
6.246 Smart_ParserModelFunctions Class Reference	1060
6.246.1 Constructor & Destructor Documentation	1060
6.246.2 Member Function Documentation	1060
6.247 Smart_Plugin Class Reference	1061
6.247.1 Constructor & Destructor Documentation	1061
6.247.2 Member Function Documentation	1061
6.248 Smart_Process Class Reference	1062
6.248.1 Constructor & Destructor Documentation	1062
6.248.2 Member Function Documentation	1062
6.249 Smart_ProcessSet Class Reference	1062
6.249.1 Constructor & Destructor Documentation	1063
6.249.2 Member Function Documentation	1063
6.250 Smart_RouteStation Class Reference	1063
6.250.1 Constructor & Destructor Documentation	1063
6.250.2 Member Function Documentation	1064
6.251 Smart_SeizeDelayRelease Class Reference	1064
6.251.1 Constructor & Destructor Documentation	1064
6.251.2 Member Function Documentation	1064
6.252 Smart_SeizeDelayReleaseMany Class Reference	1065
6.252.1 Constructor & Destructor Documentation	1065
6.252.2 Member Function Documentation	1065
6.253 Smart_Sequence Class Reference	1066
6.253.1 Constructor & Destructor Documentation	1066
6.253.2 Member Function Documentation	1066
6.254 Solver_if Class Reference	1066
6.254.1 Detailed Description	1067
6.254.2 Member Function Documentation	1067
6.255 SolverDefaultImpl1 Class Reference	1069
6.255.1 Constructor & Destructor Documentation	1070

6.255.2 Member Function Documentation	1070
6.256 SortFile Class Reference	1073
6.256.1 Constructor & Destructor Documentation	1073
6.256.2 Member Function Documentation	1073
6.257 SourceModelComponent Class Reference	1073
6.257.1 Detailed Description	1074
6.257.2 Constructor & Destructor Documentation	1075
6.257.3 Member Function Documentation	1075
6.257.4 Member Data Documentation	1078
6.258 Start Class Reference	1079
6.258.1 Detailed Description	1079
6.258.2 Constructor & Destructor Documentation	1079
6.258.3 Member Function Documentation	1080
6.259 Station Class Reference	1081
6.259.1 Constructor & Destructor Documentation	1081
6.259.2 Member Function Documentation	1082
6.260 Statistics_if Class Reference	1083
6.260.1 Detailed Description	1084
6.260.2 Member Function Documentation	1084
6.261 StatisticsCollector Class Reference	1086
6.261.1 Detailed Description	1086
6.261.2 Constructor & Destructor Documentation	1086
6.261.3 Member Function Documentation	1087
6.262 StatisticsDatafile_if Class Reference	1088
6.262.1 Member Function Documentation	1088
6.263 StatisticsDatafileDefaultImpl1 Class Reference	1090
6.263.1 Constructor & Destructor Documentation	1090
6.263.2 Member Function Documentation	1091
6.264 StatisticsDefaultImpl1 Class Reference	1094
6.264.1 Constructor & Destructor Documentation	1094
6.264.2 Member Function Documentation	1095
6.265 Stop Class Reference	1097
6.265.1 Detailed Description	1097
6.265.2 Constructor & Destructor Documentation	1097
6.265.3 Member Function Documentation	1098
6.266 Storage Class Reference	1099
6.266.1 Constructor & Destructor Documentation	1100
6.266.2 Member Function Documentation	1100
6.267 Store Class Reference	1102
6.267.1 Detailed Description	1102
6.267.2 Constructor & Destructor Documentation	1103
6.267.3 Member Function Documentation	1103

6.268 Submodel Class Reference	1104
6.268.1 Detailed Description	1105
6.268.2 Constructor & Destructor Documentation	1105
6.268.3 Member Function Documentation	1105
6.269 yy::genesyspp_parser::symbol_kind Struct Reference	1106
6.269.1 Detailed Description	1107
6.269.2 Member Enumeration Documentation	1107
6.270 yy::genesyspp_parser::symbol_type Struct Reference	1110
6.270.1 Detailed Description	1110
6.270.2 Member Typedef Documentation	1110
6.270.3 Constructor & Destructor Documentation	1111
6.271 yy::genesyspp_parser::syntax_error Struct Reference	1111
6.271.1 Detailed Description	1112
6.271.2 Constructor & Destructor Documentation	1112
6.271.3 Member Data Documentation	1112
6.272 HypothesisTester_if::TestResult Class Reference	1112
6.272.1 Constructor & Destructor Documentation	1113
6.272.2 Member Function Documentation	1113
6.273 QCPAxisPainterPrivate::TickLabelData Struct Reference	1114
6.273.1 Member Data Documentation	1114
6.274 yy::genesyspp_parser::token Struct Reference	1115
6.274.1 Detailed Description	1116
6.274.2 Member Typedef Documentation	1116
6.274.3 Member Enumeration Documentation	1116
6.275 TraceErrorEvent Class Reference	1118
6.275.1 Constructor & Destructor Documentation	1118
6.275.2 Member Function Documentation	1118
6.276 TraceEvent Class Reference	1119
6.276.1 Constructor & Destructor Documentation	1119
6.276.2 Member Function Documentation	1119
6.277 TraceManager Class Reference	1119
6.277.1 Detailed Description	1120
6.277.2 Constructor & Destructor Documentation	1120
6.277.3 Member Function Documentation	1121
6.278 TraceSimulationEvent Class Reference	1124
6.278.1 Constructor & Destructor Documentation	1124
6.278.2 Member Function Documentation	1125
6.279 TraceSimulationProcess Class Reference	1125
6.279.1 Detailed Description	1125
6.279.2 Constructor & Destructor Documentation	1125
6.280 Traits< T > Struct Template Reference	1126
6.281 Traits< GenesysApplication_if > Struct Reference	1126

6.281.1 Detailed Description	1126
6.281.2 Member Typedef Documentation	1126
6.281.3 Member Data Documentation	1126
6.282 TraitsApp< T > Struct Template Reference	1127
6.283 TraitsApp< GenesysApplication_if > Struct Reference	1127
6.283.1 Detailed Description	1127
6.283.2 Member Typedef Documentation	1127
6.283.3 Member Data Documentation	1127
6.284 TraitsKernel< T > Struct Template Reference	1128
6.284.1 Member Data Documentation	1128
6.285 TraitsKernel< Collector_if > Struct Reference	1128
6.285.1 Member Typedef Documentation	1128
6.286 TraitsKernel< Model > Struct Reference	1129
6.286.1 Member Typedef Documentation	1129
6.286.2 Member Data Documentation	1129
6.287 TraitsKernel< ModelChecker_if > Struct Reference	1130
6.287.1 Member Typedef Documentation	1130
6.287.2 Member Data Documentation	1130
6.288 TraitsKernel< ModelComponent > Struct Reference	1130
6.288.1 Member Data Documentation	1130
6.289 TraitsKernel< ModelDataDefinition > Struct Reference	1131
6.289.1 Member Data Documentation	1131
6.290 TraitsKernel< ModelPersistence_if > Struct Reference	1131
6.290.1 Member Typedef Documentation	1132
6.290.2 Member Data Documentation	1132
6.291 TraitsKernel< Parser_if > Struct Reference	1132
6.291.1 Member Typedef Documentation	1132
6.292 TraitsKernel< PluginConnector_if > Struct Reference	1133
6.292.1 Member Typedef Documentation	1133
6.292.2 Member Data Documentation	1133
6.293 TraitsKernel< Sampler_if > Struct Reference	1133
6.293.1 Member Typedef Documentation	1133
6.294 TraitsKernel< SimulationReporter_if > Struct Reference	1134
6.294.1 Member Typedef Documentation	1134
6.294.2 Member Data Documentation	1134
6.295 TraitsKernel< Statistics_if > Struct Reference	1135
6.295.1 Member Typedef Documentation	1135
6.295.2 Member Data Documentation	1135
6.296 TraitsKernel< StatisticsDatafile_if > Struct Reference	1135
6.296.1 Member Typedef Documentation	1136
6.296.2 Member Data Documentation	1136
6.297 TraitsTools< T > Struct Template Reference	1136

6.298 TraitsTools< Fitter_if > Struct Reference	1136
6.298.1 Detailed Description	1137
6.298.2 Member Typedef Documentation	1137
6.299 TraitsTools< HypothesisTester_if > Struct Reference	1137
6.299.1 Detailed Description	1137
6.299.2 Member Typedef Documentation	1137
6.299.3 Member Data Documentation	1138
6.300 TraitsTools< Solver_if > Struct Reference	1138
6.300.1 Detailed Description	1138
6.300.2 Member Typedef Documentation	1138
6.300.3 Member Data Documentation	1138
6.301 Ui_dialogBreakpoint Class Reference	1139
6.301.1 Member Function Documentation	1139
6.301.2 Member Data Documentation	1139
6.302 Ui_MainWindow Class Reference	1141
6.302.1 Member Function Documentation	1143
6.302.2 Member Data Documentation	1144
6.303 Unstore Class Reference	1157
6.303.1 Detailed Description	1157
6.303.2 Constructor & Destructor Documentation	1157
6.303.3 Member Function Documentation	1158
6.304 Util Class Reference	1159
6.304.1 Member Typedef Documentation	1159
6.304.2 Member Enumeration Documentation	1160
6.304.3 Member Function Documentation	1160
6.305 yy::genesyspp_parser::value_type Class Reference	1162
6.305.1 Detailed Description	1163
6.305.2 Member Typedef Documentation	1163
6.305.3 Constructor & Destructor Documentation	1164
6.305.4 Member Function Documentation	1164
6.305.5 Member Data Documentation	1166
6.306 Variable Class Reference	1166
6.306.1 Detailed Description	1167
6.306.2 Constructor & Destructor Documentation	1167
6.306.3 Member Function Documentation	1168
6.307 Waiting Class Reference	1170
6.307.1 Constructor & Destructor Documentation	1170
6.307.2 Member Function Documentation	1171
6.308 WaitingResource Class Reference	1171
6.308.1 Constructor & Destructor Documentation	1172
6.308.2 Member Function Documentation	1172
6.309 Write Class Reference	1172

6.309.1 Detailed Description	1173
6.309.2 Member Enumeration Documentation	1173
6.309.3 Constructor & Destructor Documentation	1173
6.309.4 Member Function Documentation	1174
7 File Documentation	1176
7.1 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/BaseGenesysTerminalApplication.cpp File Reference	1176
7.2 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/BaseGenesysTerminalApplication.h File Reference	1176
7.3 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/GenesysApplication_if.h File Reference	1176
7.4 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/AnimateExpression.cpp File Reference	1176
7.5 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/AnimateExpression.h File Reference	1176
7.6 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/moc_CodeEditor.cpp File Reference	1177
7.6.1 Macro Definition Documentation	1177
7.7 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/moc_dialogBreakpoint.cpp File Reference	1177
7.7.1 Macro Definition Documentation	1178
7.8 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/moc_mainwindow.cpp File Reference	1178
7.8.1 Macro Definition Documentation	1178
7.9 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/moc_predefs.h File Reference	1179
7.9.1 Macro Definition Documentation	1186
7.10 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/moc_qcustomplot.cpp File Reference	1224
7.10.1 Macro Definition Documentation	1225
7.11 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/qrc_GenesysQtGUI_resources.cpp File Reference	1236
7.11.1 Macro Definition Documentation	1237
7.11.2 Function Documentation	1237
7.12 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↵ Debug/qrc_qmake_qmake_qm_files.cpp File Reference	1238
7.12.1 Macro Definition Documentation	1238
7.12.2 Function Documentation	1238

7.13	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↔ Debug/ui_dialogBreakpoint.h File Reference	1239
7.14	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/build-GenesysQtGUI-Desktop-↔ Debug/ui_mainwindow.h File Reference	1239
7.15	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/CodeEditor.cpp File Reference . . .	1240
7.16	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/CodeEditor.h File Reference	1240
7.17	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/dialogBreakpoint.cpp File Reference	1241
7.18	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/dialogBreakpoint.h File Reference . .	1241
7.19	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalComponentPort.cpp File Reference	1241
7.20	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalComponentPort.h File Ref- erence	1241
7.21	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalConnection.cpp File Refer- ence	1242
7.22	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalConnection.h File Reference	1242
7.23	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalModelComponent.cpp File Reference	1242
7.24	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalModelComponent.h File Reference	1242
7.25	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalModelDataDefinition.cpp File Reference	1243
7.26	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/GraphicalModelDataDefinition.h File Reference	1243
7.27	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/LineNumberArea.h File Reference .	1243
7.28	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/main.cpp File Reference	1243
7.28.1	Function Documentation	1244
7.29	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/mainwindow.cpp File Reference . . .	1244
7.30	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/mainwindow.h File Reference	1244
7.31	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/ModelGraphicsScene.cpp File Refer- ence	1245

7.32	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/ModelGraphicsScene.h File Reference	1245
7.33	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/ModelGraphicsView.cpp File Reference	1245
7.34	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/ModelGraphicsView.h File Reference	1246
7.35	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/PropertyEditor.cpp File Reference	1246
7.36	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/PropertyEditor.h File Reference	1246
7.37	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/qcustomplot.cpp File Reference	1246
7.38	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/gui/qt/GenesysQtGUI/qcustomplot.h File Reference	1247
7.38.1	Macro Definition Documentation	1252
7.38.2	Typedef Documentation	1252
7.38.3	Function Documentation	1254
7.39	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/book/Book_Cap02_Example01.cpp File Reference	1258
7.40	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/book/Book_Cap02_Example01.h File Reference	1258
7.41	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_AssignWriteSeizes.cpp File Reference	1259
7.42	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_AssignWriteSeizes.h File Reference	1259
7.43	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.cpp File Reference	1259
7.44	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.h File Reference	1260
7.45	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CellularAutomata1.cpp File Reference	1260
7.46	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CellularAutomata1.h File Reference	1260
7.47	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CppForG.cpp File Refer- ence	1260
7.48	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CppForG.h File Reference	1260
7.49	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Delay.cpp File Reference	1261
7.50	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Delay.h File Reference	1261

7.51	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.cpp File Reference	1261
7.52	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.h File Reference	1261
7.53	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.cpp File Reference	1262
7.54	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.h File Reference	1262
7.55	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ S/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModel↵ Simulation.cpp File Reference	1262
7.56	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ S/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModel↵ Simulation.h File Reference	1262
7.57	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.cpp File Reference	1263
7.58	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.h File Reference	1263
7.59	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.cpp File Reference	1263
7.60	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.h File Reference	1263
7.61	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Parser.cpp File Reference	1264
7.62	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Parser.h File Reference	1264
7.63	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ParserModelFunctions.cpp File Reference	1264
7.64	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ParserModelFunctions.h File Reference	1264
7.65	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.cpp File Reference	1265
7.66	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.h File Reference	1265
7.67	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.cpp File Reference	1265
7.68	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.h File Reference	1265
7.69	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.cpp File Reference	1266
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7.72	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.h File Ref- erence	1266
7.73	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.cpp File Reference	1267
7.74	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.h File Reference	1267
7.75	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease↔ Many.cpp File Reference	1267
7.76	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease↔ Many.h File Reference	1267
7.77	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.cpp File Ref- erence	1268
7.78	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.h File Reference↔	1268
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7.80	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/AnElectronicAssemblyAnd↔ TestSystem.h File Reference	1269
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7.82	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/FullSimulationOfComplex↔ Model.h File Reference	1269
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7.84	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.h File Ref- erence	1270
7.85	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.cpp File Reference	1270
7.86	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.h File Ref- erence	1271
7.87	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysShell_if.h File Reference .	1271
7.88	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysTerminalApp.cpp File Ref- erence	1271

7.89	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysTerminalApp.h File Refer- ence	1272
7.90	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/TraitsTerminalApplications.h File Reference	1272
7.91	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/TraitsApp.h File Reference	1273
7.92	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Attribute.cpp File Reference	1273
7.93	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Attribute.h File Reference	1273
7.94	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ComponentManager.cpp File Reference	1274
7.95	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ComponentManager.h File Reference	1274
7.96	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ConnectionManager.cpp File Reference	1274
7.97	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ConnectionManager.h File Reference	1274
7.98	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Counter.cpp File Reference	1275
7.99	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Counter.h File Reference	1275
7.100	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Entity.cpp File Reference	1275
7.101	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Entity.h File Reference	1275
7.102	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/EntityType.cpp File Reference	1276
7.103	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/EntityType.h File Reference	1276
7.104	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Event.cpp File Reference	1276
7.105	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Event.h File Reference	1276
7.106	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ExperimentManager.cpp File Reference	1277
7.107	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ExperimentManager.h File Reference	1277
7.108	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ExperimentManagerDefaultImpl1.cpp File Reference	1277
7.109	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ExperimentManagerDefaultImpl1.h File Reference	1277
7.110	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ExperimetManager_if.h File Reference	1277
7.111	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/LicenceManager.cpp File Reference	1278

7.112	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/LicenceManager.h File Reference	1278
7.113	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Model.cpp File Reference	1278
7.113.1	Function Documentation	1278
7.114	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Model.h File Reference	1279
7.115	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelChecker_if.h File Reference	1279
7.116	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.cpp File Reference	1279
7.117	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.h File Reference	1280
7.118	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelComponent.cpp File Reference	1280
7.119	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelComponent.h File Reference	1280
7.120	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataDefinition.cpp File Reference	1280
7.121	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataDefinition.h File Reference	1281
7.122	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataManager.cpp File Reference	1281
7.123	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataManager.h File Reference	1281
7.124	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelInfo.cpp File Reference	1281
7.125	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelInfo.h File Reference	1282
7.126	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelManager.cpp File Reference	1282
7.127	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelManager.h File Reference	1282
7.128	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistence_if.h File Reference	1282
7.129	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.cpp File Reference	1283
7.130	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.h File Reference	1283
7.131	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelSimulation.cpp File Reference	1283
7.132	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelSimulation.h File Reference	1284
7.133	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/OnEventManager.cpp File Reference	1284
7.134	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/OnEventManager.h File Reference	1284
7.134.1	Typedef Documentation	1284

7.135	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Parser_if.h File Reference	1285
7.136	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserChangesInformation.cpp File Reference	1285
7.137	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserChangesInformation.h File Reference	1285
7.138	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl1.cpp File Reference	1285
7.139	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl1.h File Reference	1286
7.140	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.cpp File Reference	1286
7.141	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.h File Reference	1286
7.142	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserManager.cpp File Reference	1286
7.143	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserManager.h File Reference	1286
7.144	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PersistentObject_base.h File Reference	1287
7.145	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Plugin.cpp File Reference	1287
7.146	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Plugin.h File Reference	1287
7.147	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnector_if.h File Reference	1288
7.148	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.cpp File Reference . . .	1288
7.149	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.h File Reference	1289
7.150	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginInformation.cpp File Reference	1289
7.151	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginInformation.h File Reference	1289
7.151.1	Typedef Documentation	1290
7.152	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginManager.cpp File Reference	1290
7.153	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginManager.h File Reference	1290
7.154	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Property.cpp File Reference	1291
7.155	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Property.h File Reference	1291
7.155.1	Function Documentation	1291
7.156	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PropertyManager.cpp File Reference	1292
7.157	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PropertyManager.h File Reference	1292

7.158	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ScenarioExperiment_if.h File Reference	1292
7.159	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationExperiment.cpp File Reference	1292
7.160	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationExperiment.h File Reference	1292
7.161	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationReporter_if.h File Reference	1292
7.162	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationReporterDefaultImpl1.cpp File Reference . .	1293
7.163	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationReporterDefaultImpl1.h File Reference . . .	1293
7.164	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationScenario.cpp File Reference	1293
7.165	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SimulationScenario.h File Reference	1293
7.166	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Simulator.cpp File Reference	1294
	7.166.1 Function Documentation	1294
7.167	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Simulator.h File Reference	1294
	7.167.1 Typedef Documentation	1295
7.168	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SinkModelComponent.cpp File Reference	1295
7.169	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SinkModelComponent.h File Reference	1295
7.170	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SourceModelComponent.cpp File Reference	1295
7.171	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/SourceModelComponent.h File Reference	1296
7.172	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/StatisticsCollector.cpp File Reference	1296
	7.172.1 Typedef Documentation	1296
7.173	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/StatisticsCollector.h File Reference	1296
7.174	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/TraceManager.cpp File Reference	1297
7.175	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/TraceManager.h File Reference	1297
	7.175.1 Typedef Documentation	1297
7.176	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/Collector_if.h File Reference	1298
	7.176.1 Typedef Documentation	1299
	7.176.2 Function Documentation	1299
7.177	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/CollectorDatafile_if.h File Reference	1299
7.178	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/CollectorDatafileDefaultImpl1.cpp File Reference	1299

7.179	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/CollectorDatafileDefaultImpl1.h File Reference	1300
7.180	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/CollectorDefaultImpl1.cpp File Reference	1300
7.181	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/CollectorDefaultImpl1.h File Reference	1300
7.182	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/Sampler_if.h File Reference	1300
7.183	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SamplerBoostImpl.cpp File Reference	1300
7.184	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SamplerBoostImpl.h File Reference	1301
7.185	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.cpp File Reference	1301
7.186	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.h File Reference	1301
7.187	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SorttFile.cpp File Reference	1301
7.188	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/SorttFile.h File Reference	1302
7.189	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/Statistics_if.h File Reference	1302
7.190	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/StatisticsDataFile_if.h File Reference	1302
7.191	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/StatisticsDataFileDefaultImpl.cpp File Reference	1302
7.192	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/StatisticsDataFileDefaultImpl.h File Reference	1303
7.192.1	Typedef Documentation	1303
7.193	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/StatisticsDefaultImpl1.cpp File Reference	1303
7.194	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/StatisticsDefaultImpl1.h File Reference	1303
7.195	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/TraitsKernel.h File Reference	1304
7.196	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/Exact.h File Reference	1304
7.197	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/List.h File Reference	1305
7.198	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ListObservable.h File Reference	1305
7.199	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/Util.cpp File Reference	1305
7.200	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/Util.h File Reference	1306
7.201	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/Genesys++-driver.cpp File Reference	1306
7.202	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/Genesys++-driver.h File Reference	1306

7.202.1 Macro Definition Documentation	1307
7.202.2 Variable Documentation	1307
7.203 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/Genesys++-scanner.cpp File Reference	1307
7.203.1 Macro Definition Documentation	1310
7.203.2 Typedef Documentation	1318
7.203.3 Function Documentation	1319
7.203.4 Variable Documentation	1324
7.204 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/GenesysParser.cpp File Reference	1325
7.204.1 Macro Definition Documentation	1326
7.205 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/GenesysParser.h File Reference	1328
7.205.1 Detailed Description	1329
7.205.2 Macro Definition Documentation	1329
7.206 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/location.hh File Reference	1331
7.206.1 Detailed Description	1332
7.206.2 Macro Definition Documentation	1332
7.207 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/obj_t.cpp File Reference	1332
7.208 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/obj_t.h File Reference	1333
7.209 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/position.hh File Reference	1333
7.210 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/parser/stack.hh File Reference	1333
7.211 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Access.cpp File Reference	1333
7.212 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Access.h File Reference	1333
7.213 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Assign.cpp File Reference	1333
7.214 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Assign.h File Reference	1334
7.215 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Batch.cpp File Reference	1334
7.216 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/Batch.h File Reference	1334
7.217 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/CellularAutomata.cpp File Reference	1334
7.218 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/CellularAutomata.h File Reference	1335
7.219 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/CppForG.cpp File Reference	1335
7.220 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵ Genesys-Simulator/source/plugins/components/CppForG.h File Reference	1335

7.221	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Create.cpp File Reference	1335
7.222	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Create.h File Reference	1336
7.223	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Decide.cpp File Reference	1336
7.224	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Decide.h File Reference	1336
7.225	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Delay.cpp File Reference	1336
7.226	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Delay.h File Reference	1337
7.227	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Dispose.cpp File Reference	1337
7.228	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Dispose.h File Reference	1337
7.229	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DropOff.cpp File Reference	1337
7.230	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DropOff.h File Reference	1337
7.231	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DummyComponent.cpp File Reference	1338
7.232	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DummyComponent.h File Reference	1338
7.233	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Enter.cpp File Reference	1338
7.234	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Enter.h File Reference	1338
7.235	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Exit.cpp File Reference	1339
7.236	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Exit.h File Reference	1339
7.237	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Hold.cpp File Reference	1339
7.238	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Hold.h File Reference	1339
7.239	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Leave.cpp File Reference	1339
7.240	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Leave.h File Reference	1340
7.241	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/LSODE.cpp File Reference	1340
7.242	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/LSODE.h File Reference	1340
7.243	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/MarkovChain.cpp File Reference	1340
7.244	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/MarkovChain.h File Reference	1341

7.245	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Match.cpp File Reference	1341
7.246	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Match.h File Reference	1341
7.247	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/OLD_ODEelement.cpp File Reference	1341
7.248	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/OLD_ODEelement.h File Reference	1341
7.249	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickStation.cpp File Reference	1342
7.250	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickStation.h File Reference	1342
7.251	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickUp.cpp File Reference	1342
7.252	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickUp.h File Reference	1342
7.253	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Process.cpp File Reference	1343
7.254	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Process.h File Reference	1343
7.255	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/QueueableItem.cpp File Reference	1343
7.256	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/QueueableItem.h File Reference	1343
7.257	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Record.cpp File Reference	1344
7.258	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Record.h File Reference	1344
7.259	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Release.cpp File Reference	1344
7.260	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Release.h File Reference	1344
7.261	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Remove.cpp File Reference	1345
7.262	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Remove.h File Reference	1345
7.263	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Route.cpp File Reference	1345
7.264	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Route.h File Reference	1345
7.265	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Search.cpp File Reference	1346
7.266	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Search.h File Reference	1346
7.267	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/SeizableItem.cpp File Reference	1346
7.268	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/SeizableItem.h File Reference	1346

7.269	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Seize.cpp File Reference	1347
7.270	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Seize.h File Reference	1347
7.271	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Separate.cpp File Reference	1347
7.272	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Separate.h File Reference	1347
7.273	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Signal.cpp File Reference	1348
7.274	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Signal.h File Reference	1348
7.275	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Start.cpp File Reference	1348
7.276	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Start.h File Reference	1348
7.277	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Stop.cpp File Reference	1349
7.278	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Stop.h File Reference	1349
7.279	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Store.cpp File Reference	1349
7.280	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Store.h File Reference	1349
7.281	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Submodel.cpp File Reference	1349
7.282	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Submodel.h File Reference	1350
7.283	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Unstore.cpp File Reference	1350
7.284	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Unstore.h File Reference	1350
7.285	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Write.cpp File Reference	1350
7.286	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Write.h File Reference	1350
7.287	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/AssignmentItem.cpp File Reference	1351
7.288	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/AssignmentItem.h File Reference	1351
7.289	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/CppCode.cpp File Reference	1351
7.290	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/CppCode.h File Reference	1351
7.291	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/DummyElement.cpp File Reference	1352
7.292	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/DummyElement.h File Reference	1352

7.293	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/EntityGroup.cpp File Reference	1352
7.294	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/EntityGroup.h File Reference	1352
7.295	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Failure.cpp File Reference	1352
7.296	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Failure.h File Reference	1353
7.297	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/File.cpp File Reference	1353
7.298	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/File.h File Reference	1353
7.299	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Formula.cpp File Reference	1353
7.300	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Formula.h File Reference	1353
7.301	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Label.cpp File Reference	1354
7.302	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Label.h File Reference	1354
7.303	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Queue.cpp File Reference	1354
7.304	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Queue.h File Reference	1354
7.305	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Resource.cpp File Reference	1355
7.306	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Resource.h File Reference	1355
7.307	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Schedule.cpp File Reference	1355
7.308	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Schedule.h File Reference	1355
7.309	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Sequence.cpp File Reference	1356
7.310	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Sequence.h File Reference	1356
7.311	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Set.cpp File Reference	1356
7.312	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Set.h File Reference	1356
7.313	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Station.cpp File Reference	1357
7.314	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Station.h File Reference	1357
7.315	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Storage.cpp File Reference	1357
7.316	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Storage.h File Reference	1357

7.317	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Variable.cpp File Reference	1358
7.318	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Variable.h File Reference	1358
7.319	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/DataAnalyser_if.h File Reference	1358
7.320	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/Fitter_if.h File Reference	1358
7.321	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/FitterDummyImpl.cpp File Reference	1359
7.322	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/FitterDummyImpl.h File Reference	1359
7.323	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/HypothesisTester_if.h File Reference	1359
7.323.1	Typedef Documentation	1359
7.324	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/HypothesisTesterDefaultImpl1.cpp File Reference	1360
7.325	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/HypothesisTesterDefaultImpl1.h File Reference	1360
7.326	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ProbabilityDistribution.cpp File Reference	1360
7.327	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ProbabilityDistribution.h File Reference	1360
7.328	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/solver_if.h File Reference	1361
7.329	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/SolverDefaultImpl1.cpp File Reference	1361
7.330	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/SolverDefaultImpl1.h File Reference	1361
7.331	/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/TraitsTools.h File Reference	1361

1 Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

[yy](#)

[47](#)

2 Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Assignment	56
Base	
yy::genesyspp_parser::basic_symbol< Base >	64
yy::genesyspp_parser::basic_symbol< by_state >	64
yy::genesyspp_parser::by_kind	73
yy::genesyspp_parser::basic_symbol< by_kind >	64
yy::genesyspp_parser::symbol_type	1110
CppCode::CodeResult	79
Collector_if	80
CollectorDatafile_if	81
CollectorDatafileDefaultImpl1	82
CollectorDefaultImpl1	85
ComponentManager	86
HypothesisTester_if::ConfidenceInterval	89
Connection	90
ConnectionManager	90
yy::genesyspp_parser::context	94
DataAnalyser_if	105
Delay::DEFAULT_VALUES	109
ModelComponent::DEFAULT_VALUES	110
Seize::DEFAULT_VALUES	111
SourceModelComponent::DEFAULT_VALUES	111
Event	140
Exact	142
ExperimentManager	147
ExperimentManager_if	149
ExperimentManagerDefaultImpl1	150
Fitter_if	157
FitterDummyImpl	159
ParserManager::GenerateNewParserResult	165
GenesysApplication_if	166
BaseGenesysTerminalApplication	60

AnElectronicAssemblyAndTestSystem	52
Book_Cap02_Example01	71
FullSimulationOfComplexModel	164
GenesysTerminalApp	190
OperatingSystem02	309
OperatingSystem03	310
Smart_AssignWriteSeizes	1049
Smart_BatchSeparate	1050
Smart_CppForG	1052
Smart_Delay	1052
Smart_Dummy	1053
Smart_HoldSignal	1054
Smart_ModelInfoModelSimulation	1055
Smart_ODE	1056
Smart_OnEvent	1056
Smart_Parser	1059
Smart_ParserModelFunctions	1060
Smart_Plugin	1061
Smart_Process	1062
Smart_ProcessSet	1062
Smart_RouteStation	1063
Smart_SeizeDelayRelease	1064
Smart_SeizeDelayReleaseMany	1065
Smart_Sequence	1066
GenesysShell_if	186
genesyspp_driver	166
yy::genesyspp_parser	170
Getter< T >	192
HypothesisTester_if	207
HypothesisTesterDefaultImpl1	214
LicenceManager	228
List< T >	231

ListObservable< T >	236
List< Assignment * >	231
List< Counter * >	231
List< double >	231
List< Entity * >	231
List< Event * >	231
List< Model * >	231
List< ModelComponent * >	231
List< ModelDataDefinition * >	231
List< ODEfunction * >	231
List< Plugin * >	231
List< PropertyBase * >	231
List< Queue * >	231
List< SeizableItem * >	231
List< SequenceStep * >	231
List< ShellCommand * >	231
List< simulationEventHandler >	231
List< simulationEventHandlerMethod >	231
List< SimulationExperiment * >	231
List< SortedResourceEventHandler * >	231
List< StatisticsCollector * >	231
List< std::map< std::string, double > * >	231
List< std::string >	231
List< traceErrorListener >	231
List< traceErrorListenerMethod >	231
List< traceListener >	231
List< traceListenerMethod >	231
List< traceSimulationListener >	231
List< traceSimulationListenerMethod >	231
List< void * >	231
List< Waiting * >	231
yy::location	238

Model	252
ModelChecker_if	257
ModelCheckerDefaultImpl1	259
ModelDataManager	271
ModelInfo	282
ModelManager	284
ModelPersistence_if	286
ModelPersistenceDefaultImpl1	288
ModelSimulation	290
ParserManager::NewParser	298
obj_t	299
ODEfunction	300
OnEventManager	303
Parser_if	311
ParserDefaultImpl1	313
ParserDefaultImpl2	314
ParserChangesInformation	312
ParserManager	315
PersistentObject_base	316
ModelDataDefinition	264
Attribute	58
Counter	95
CppCode	97
DummyElement	125
Entity	130
EntityGroup	134
EntityType	136
Failure	151
File	154
Formula	162
Label	221
ModelComponent	260

Access	50
Assign	53
Batch	67
CellularAutomata	76
CppForG	100
Decide	107
Delay	113
DropOff	121
DummyComponent	123
Enter	127
Exit	144
Hold	204
LSODE	240
Leave	225
MarkovChain	245
Match	248
PickStation	318
PickUp	320
Process	339
Record	979
Release	983
Remove	986
Route	994
Search	1012
Seize	1019
Separate	1023
Signal	1033
SinkModelComponent	1047
Dispose	118
SourceModelComponent	1073
Create	103
Start	1079

Stop	1097
Store	1102
Submodel	1104
Unstore	1157
Write	1172
OLD_ODEelement	301
Queue	972
Resource	988
Schedule	1010
Sequence	1026
Set	1030
Station	1081
StatisticsCollector	1086
Storage	1099
Variable	1166
SequenceStep	1028
Plugin	322
PluginConnector_if	324
PluginConnectorDummyImpl1	325
PluginInformation	326
PluginManager	332
yy::position	334
ProbabilityDistribution	336
PropertyBase	343
PropertyT< T >	346
PropertyManager	346
QueueableItem	977
Sampler_if::RNG_Parameters	994
SamplerBoostImpl::BoostImplRNG_Parameters	72
SamplerDefaultImpl1::DefaultImpl1RNG_Parameters	112
std::runtime_error	
yy::genesyspp_parser::syntax_error	1111

Sampler_if	999
SamplerBoostImpl	1002
SamplerDefaultImpl1	1006
ScenarioExperiment_if	1010
SeizableItem	1015
Setter< T >	1033
SimulationEvent	1036
SimulationExperiment	1039
SimulationReporter_if	1040
SimulationReporterDefaultImpl1	1041
SimulationScenario	1042
Simulator	1045
yy::genesyspp_parser::stack< T, S >::slice	1048
Smart_CellularAutomata1	1051
Solver_if	1066
SolverDefaultImpl1	1069
SortFile	1073
Statistics_if	1083
StatisticsDatafile_if	1088
StatisticsDatafileDefaultImpl1	1090
StatisticsDefaultImpl1	1094
yy::genesyspp_parser::symbol_kind	1106
HypothesisTester_if::TestResult	1112
yy::genesyspp_parser::token	1115
TraceEvent	1119
TraceErrorEvent	1118
TraceSimulationEvent	1124
TraceSimulationProcess	1125
TraceManager	1119
Traits< T >	1126
Traits< GenesysApplication_if >	1126
TraitsApp< T >	1127

TraitsApp< GenesysApplication_if >	1127
TraitsKernel< T >	1128
TraitsKernel< Collector_if >	1128
TraitsKernel< Model >	1129
TraitsKernel< ModelChecker_if >	1130
TraitsKernel< ModelComponent >	1130
TraitsKernel< ModelDataDefinition >	1131
TraitsKernel< ModelPersistence_if >	1131
TraitsKernel< Parser_if >	1132
TraitsKernel< PluginConnector_if >	1133
TraitsKernel< Sampler_if >	1133
TraitsKernel< SimulationReporter_if >	1134
TraitsKernel< Statistics_if >	1135
TraitsKernel< StatisticsDatafile_if >	1135
TraitsTools< T >	1136
TraitsTools< Fitter_if >	1136
TraitsTools< HypothesisTester_if >	1137
TraitsTools< Solver_if >	1138
Util	1159
yy::genesyspp_parser::value_type	1162
Waiting	1170
WaitingResource	1171
yy_buffer_state	??
yy_trans_info	??

3 Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Access	50
AnElectronicAssemblyAndTestSystem	52
Assign	53

Assignment	56
Attribute	58
BaseGenesysTerminalApplication	60
yy::genesyspp_parser::basic_symbol< Base >	64
Batch	67
Book_Cap02_Example01	71
SamplerBoostImpl::BoostImplRNG_Parameters	72
yy::genesyspp_parser::by_kind Type access provider for token (enum) based symbols	73
CellularAutomata	76
CppCode::CodeResult	79
Collector_if	80
CollectorDatafile_if	81
CollectorDatafileDefaultImpl1	82
CollectorDefaultImpl1	85
ComponentManager	86
HypothesisTester_if::ConfidenceInterval	89
Connection	90
ConnectionManager	90
yy::genesyspp_parser::context	94
Counter	95
CppCode	97
CppForG	100
Create	103
DataAnalyser_if	105
Decide	107
Delay::DEFAULT_VALUES	109
ModelComponent::DEFAULT_VALUES	110
Seize::DEFAULT_VALUES	111
SourceModelComponent::DEFAULT_VALUES	111
SamplerDefaultImpl1::DefaultImpl1RNG_Parameters	112
Delay	113

Dispose	118
DropOff	121
DummyComponent	123
DummyElement	125
Enter	127
Entity	130
EntityGroup	134
EntityType	136
Event	140
Exact	142
Exit	144
ExperimentManager	147
ExperimentManager_if	149
ExperimentManagerDefaultImpl1	150
Failure	151
File	154
Fitter_if	157
FitterDummyImpl	159
Formula	162
FullSimulationOfComplexModel	164
ParserManager::GenerateNewParserResult	165
GenesysApplication_if	166
genesyspp_driver	166
yy::genesyspp_parser A Bison parser	170
GenesysShell_if	186
GenesysTerminalApp	190
Getter< T >	192
Hold	204
HypothesisTester_if	207
HypothesisTesterDefaultImpl1	214
Label	221

Leave	225
LicenceManager	228
List< T >	231
ListObservable< T >	236
yy::location	
Two points in a source file	238
LSODE	240
MarkovChain	245
Match	248
Model	252
ModelChecker_if	257
ModelCheckerDefaultImpl1	259
ModelComponent	260
ModelDataDefinition	264
ModelDataManager	271
ModelInfo	282
ModelManager	284
ModelPersistence_if	286
ModelPersistenceDefaultImpl1	288
ModelSimulation	290
ParserManager::NewParser	298
obj_t	299
ODEfunction	300
OLD_ODEelement	301
OnEventManager	303
OperatingSystem02	309
OperatingSystem03	310
Parser_if	311
ParserChangesInformation	312
ParserDefaultImpl1	313
ParserDefaultImpl2	314
ParserManager	315

PersistentObject_base	316
PickStation	318
PickUp	320
Plugin	322
PluginConnector_if	324
PluginConnectorDummyImpl1	325
PluginInformation	326
PluginManager	332
yy::position	
A point in a source file	334
ProbabilityDistribution	336
Process	339
PropertyBase	343
PropertyManager	346
PropertyT< T >	346
Queue	972
QueueableItem	977
Record	979
Release	983
Remove	986
Resource	988
Sampler_if::RNG_Parameters	994
Route	994
Sampler_if	999
SamplerBoostImpl	1002
SamplerDefaultImpl1	1006
ScenarioExperiment_if	1010
Schedule	1010
Search	1012
SeizableItem	1015
Seize	1019
Separate	1023

Sequence	1026
SequenceStep	1028
Set	1030
Setter< T >	1033
Signal	1033
SimulationEvent	1036
SimulationExperiment	1039
SimulationReporter_if	1040
SimulationReporterDefaultImpl1	1041
SimulationScenario	1042
Simulator	1045
SinkModelComponent	1047
yy::genesyspp_parser::stack< T, S >::slice Present a slice of the top of a stack	1048
Smart_AssignWriteSeizes	1049
Smart_BatchSeparate	1050
Smart_CellularAutomata1	1051
Smart_CppForG	1052
Smart_Delay	1052
Smart_Dummy	1053
Smart_HoldSignal	1054
Smart_ModelInfoModelSimulation	1055
Smart_ODE	1056
Smart_OnEvent	1056
Smart_Parser	1059
Smart_ParserModelFunctions	1060
Smart_Plugin	1061
Smart_Process	1062
Smart_ProcessSet	1062
Smart_RouteStation	1063
Smart_SeizeDelayRelease	1064
Smart_SeizeDelayReleaseMany	1065

Smart_Sequence	1066
Solver_if	1066
SolverDefaultImpl1	1069
SortFile	1073
SourceModelComponent	1073
Start	1079
Station	1081
Statistics_if	1083
StatisticsCollector	1086
StatisticsDatafile_if	1088
StatisticsDatafileDefaultImpl1	1090
StatisticsDefaultImpl1	1094
Stop	1097
Storage	1099
Store	1102
Submodel	1104
yy::genesyspp_parser::symbol_kind Symbol kinds	1106
yy::genesyspp_parser::symbol_type "External" symbols: returned by the scanner	1110
yy::genesyspp_parser::syntax_error Syntax errors thrown from user actions	1111
HypothesisTester_if::TestResult	1112
yy::genesyspp_parser::token Token kinds	1115
TraceErrorEvent	1118
TraceEvent	1119
TraceManager	1119
TraceSimulationEvent	1124
TraceSimulationProcess	1125
Traits< T >	1126
Traits< GenesysApplication_if >	1126
TraitsApp< T >	1127
TraitsApp< GenesysApplication_if >	1127

TraitsKernel< T >	1128
TraitsKernel< Collector_if >	1128
TraitsKernel< Model >	1129
TraitsKernel< ModelChecker_if >	1130
TraitsKernel< ModelComponent >	1130
TraitsKernel< ModelDataDefinition >	1131
TraitsKernel< ModelPersistence_if >	1131
TraitsKernel< Parser_if >	1132
TraitsKernel< PluginConnector_if >	1133
TraitsKernel< Sampler_if >	1133
TraitsKernel< SimulationReporter_if >	1134
TraitsKernel< Statistics_if >	1135
TraitsKernel< StatisticsDatafile_if >	1135
TraitsTools< T >	1136
TraitsTools< Fitter_if >	1136
TraitsTools< HypothesisTester_if >	1137
TraitsTools< Solver_if >	1138
Unstore	1157
Util	1159
yy::genesyspp_parser::value_type	1162
Variable	1166
Waiting	1170
WaitingResource	1171
Write	1172
yy_buffer_state	??
yy_trans_info	??

4 File Index

4.1 File List

Here is a list of all files with brief descriptions:

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/BaseGenesysTerminalApplication.cpp	1176
--	------

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/ BaseGenesysTerminalApplication.h	1176
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/ GenesysApplication_if.h	1176
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/ TraitsApp.h	1273
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/book/ Book_Cap02_Example01.cpp	1258
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/book/ Book_Cap02_Example01.h	1258
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_AssignWriteSeizes.cpp 1259	1259
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_AssignWriteSeizes.h 1259	1259
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_BatchSeparate.cpp	1259
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_BatchSeparate.h	1260
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_CellularAutomata1.cpp 1260	1260
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_CellularAutomata1.h	1260
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_CppForG.cpp	1260
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_CppForG.h	1260
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_Delay.cpp	1261
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_Delay.h	1261
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_Dummy.cpp	1261
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_Dummy.h	1261
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_HoldSignal.cpp	1262
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/ Smart_HoldSignal.h	1262

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModelSimulation.cpp
 1262

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModelSimulation.h
 1262

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.cpp 1263

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.h 1263

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.cpp 1263

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.h 1263

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Parser.cpp 1264

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Parser.h 1264

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ParserModelFunctions.cpp
 1264

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ParserModelFunctions.h
 1264

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.cpp 1265

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.h 1265

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.cpp 1265

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.h 1265

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.cpp 1266

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.h 1266

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.cpp 1266

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.h 1266

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔
 Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.cpp
 1267

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.h 1267	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayReleaseMany.cpp 1267	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayReleaseMany.h 1267	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.cpp 1268	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.h 1268	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/AnElectronicAssemblyAndTestSystem.cpp 1268	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/AnElectronicAssemblyAndTestSystem.h 1269	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/FullSimulationOfComplexModel.cpp 1269	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/FullSimulationOfComplexModel.h 1269	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.cpp 1270	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.h 1270	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.cpp 1270	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.h 1271	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysShell_if.h 1271	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysTerminalApp.cpp 1271	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysTerminalApp.h 1272	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/applications/terminal/GenesysShell/TraitsTerminalApplications.h 1272	
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/TraitsKernel.h 1304	

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Attribute.cpp	1273
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Attribute.h	1273
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ComponentManager.cpp	1274
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ComponentManager.h	1274
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ConnectionManager.cpp	1274
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ConnectionManager.h	1274
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Counter.cpp	1275
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Counter.h	1275
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Entity.cpp	1275
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Entity.h	1275
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ EntityType.cpp	1276
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ EntityType.h	1276
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Event.cpp	1276
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Event.h	1276
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ExperimentManager.cpp	1277
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ExperimentManager.h	1277
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ExperimentManagerDefaultImpl1.cpp	1277
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ExperimentManagerDefaultImpl1.h	1277
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ExperimentManager_if.h	1277
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ LicenceManager.cpp	1278
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ LicenceManager.h	1278

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Model.cpp	1278
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Model.h	1279
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelChecker_if.h	1279
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.cpp	1279
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.h	1280
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelComponent.cpp	1280
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelComponent.h	1280
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataDefinition.cpp	1280
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataDefinition.h	1281
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataManager.cpp	1281
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelDataManager.h	1281
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelInfo.cpp	1281
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelInfo.h	1282
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelManager.cpp	1282
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelManager.h	1282
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistence_if.h	1282
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.cpp	1283
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.h	1283
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelSimulation.cpp	1283
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ModelSimulation.h	1284
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/OnEventManager.cpp	1284

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/OnEventManager.h	1284
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Parser_if.h	1285
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserChangesInformation.cpp	1285
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserChangesInformation.h	1285
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl1.cpp	1285
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl1.h	1286
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.cpp	1286
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.h	1286
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserManager.cpp	1286
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ParserManager.h	1286
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PersistentObject_base.h	1287
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Plugin.cpp	1287
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Plugin.h	1287
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnector_if.h	1288
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.cpp	1288
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.h	1289
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginInformation.cpp	1289
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginInformation.h	1289
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginManager.cpp	1290
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/PluginManager.h	1290
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/Property.cpp	1291

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Property.h	1291
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ PropertyManager.cpp	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ PropertyManager.h	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ ScenarioExperiment_if.h	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationExperiment.cpp	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationExperiment.h	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationReporter_if.h	1292
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationReporterDefaultImpl1.cpp	1293
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationReporterDefaultImpl1.h	1293
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationScenario.cpp	1293
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SimulationScenario.h	1293
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Simulator.cpp	1294
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ Simulator.h	1294
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SinkModelComponent.cpp	1295
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SinkModelComponent.h	1295
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SourceModelComponent.cpp	1295
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ SourceModelComponent.h	1296
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ StatisticsCollector.cpp	1296
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ StatisticsCollector.h	1296
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ TraceManager.cpp	1297
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/simulator/ TraceManager.h	1297

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ Collector_if.h	1298
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ CollectorDatafile_if.h	1299
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ CollectorDatafileDefaultImpl1.cpp	1299
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ CollectorDatafileDefaultImpl1.h	1300
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ CollectorDefaultImpl1.cpp	1300
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ CollectorDefaultImpl1.h	1300
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ Sampler_if.h	1300
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SamplerBoostImpl.cpp	1300
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SamplerBoostImpl.h	1301
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SamplerDefaultImpl1.cpp	1301
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SamplerDefaultImpl1.h	1301
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SorttFile.cpp	1301
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ SorttFile.h	1302
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ Statistics_if.h	1302
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ StatisticsDataFile_if.h	1302
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ StatisticsDataFileDefaultImpl.cpp	1302
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ StatisticsDataFileDefaultImpl.h	1303
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ StatisticsDefaultImpl1.cpp	1303
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/statistics/ StatisticsDefaultImpl1.h	1303
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ Exact.h	1304
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ List.h	1305

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ ListObservable.h	1305
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ Util.cpp	1305
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/kernel/util/ Util.h	1306
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ Genesys++-driver.cpp	1306
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ Genesys++-driver.h	1306
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ Genesys++-scanner.cpp	1307
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ GenesysParser.cpp	1325
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ GenesysParser.h	1328
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ location.hh	1331
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ obj_t.cpp	1332
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ obj_t.h	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ position.hh	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/parser/ stack.hh	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Access.cpp	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Access.h	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Assign.cpp	1333
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Assign.h	1334
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Batch.cpp	1334
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Batch.h	1334
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ CellularAutomata.cpp	1334
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ CellularAutomata.h	1335

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/CppForG.cpp	1335
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/CppForG.h	1335
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Create.cpp	1335
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Create.h	1336
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Decide.cpp	1336
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Decide.h	1336
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Delay.cpp	1336
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Delay.h	1337
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Dispose.cpp	1337
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Dispose.h	1337
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DropOff.cpp	1337
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DropOff.h	1337
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DummyComponent.cpp	1338
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/DummyComponent.h	1338
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Enter.cpp	1338
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Enter.h	1338
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Exit.cpp	1339
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Exit.h	1339
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Hold.cpp	1339
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Hold.h	1339
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Leave.cpp	1339

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Leave.h	1340
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/LSODE.cpp	1340
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/LSODE.h	1340
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/MarkovChain.cpp	1340
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/MarkovChain.h	1341
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Match.cpp	1341
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Match.h	1341
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/OLD_ODEElement.cpp	1341
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/OLD_ODEElement.h	1341
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickStation.cpp	1342
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickStation.h	1342
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickUp.cpp	1342
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/PickUp.h	1342
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Process.cpp	1343
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Process.h	1343
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/QueueableItem.cpp	1343
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/QueueableItem.h	1343
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Record.cpp	1344
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Record.h	1344
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Release.cpp	1344
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Release.h	1344

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Remove.cpp	1345
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Remove.h	1345
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Route.cpp	1345
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Route.h	1345
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Search.cpp	1346
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Search.h	1346
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/SeizableItem.cpp	1346
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/SeizableItem.h	1346
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Seize.cpp	1347
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Seize.h	1347
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Separate.cpp	1347
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Separate.h	1347
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/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Signal.h	1348
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Start.cpp	1348
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Start.h	1348
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Stop.cpp	1349
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Stop.h	1349
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Store.cpp	1349
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Store.h	1349
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/Submodel.cpp	1349

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Submodel.h	1350
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Unstore.cpp	1350
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Unstore.h	1350
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Write.cpp	1350
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/components/ Write.h	1350
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ AssignmentItem.cpp	1351
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ AssignmentItem.h	1351
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ CppCode.cpp	1351
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ CppCode.h	1351
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ DummyElement.cpp	1352
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ DummyElement.h	1352
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ EntityGroup.cpp	1352
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ EntityGroup.h	1352
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Failure.cpp	1352
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Failure.h	1353
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ File.cpp	1353
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ File.h	1353
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Formula.cpp	1353
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Formula.h	1353
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Label.cpp	1354
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/ Label.h	1354

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Queue.cpp	1354
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Queue.h	1354
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Resource.cpp	1355
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Resource.h	1355
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Schedule.cpp	1355
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Schedule.h	1355
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Sequence.cpp	1356
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Sequence.h	1356
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Set.cpp	1356
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Set.h	1356
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Station.cpp	1357
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Station.h	1357
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Storage.cpp	1357
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Storage.h	1357
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Variable.cpp	1358
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/plugins/data/Variable.h	1358
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/DataAnalyser_if.h	1358
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/Fitter_if.h	1358
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/FitterDummyImpl.cpp	1359
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/FitterDummyImpl.h	1359
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/HypothesisTester_if.h	1359

/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ HypothesisTesterDefaultImpl1.cpp	1360
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ HypothesisTesterDefaultImpl1.h	1360
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ ProbabilityDistribution.cpp	1360
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ ProbabilityDistribution.h	1360
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ solver_if.h	1361
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ SolverDefaultImpl1.cpp	1361
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ SolverDefaultImpl1.h	1361
/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↔ Genesys-Simulator/source/tools/ TraitsTools.h	1361

5 Namespace Documentation

5.1 yy Namespace Reference

Classes

- class [genesyspp_parser](#)
A Bison parser.
- class [position](#)
A point in a source file.
- class [location](#)
Two points in a source file.

Functions

- [position](#) & [operator+=](#) ([position](#) &res, [position::counter_type](#) width)
Add width columns, in place.
- [position](#) [operator+](#) ([position](#) res, [position::counter_type](#) width)
Add width columns.
- [position](#) & [operator-=](#) ([position](#) &res, [position::counter_type](#) width)
Subtract width columns, in place.
- [position](#) [operator-](#) ([position](#) res, [position::counter_type](#) width)
Subtract width columns.
- template<typename YYChar >
std::basic_ostream< YYChar > & [operator<<](#) (std::basic_ostream< YYChar > &ostr, const [position](#) &pos)
Intercept output stream redirection.
- [location](#) & [operator+=](#) ([location](#) &res, const [location](#) &end)
Join two locations, in place.

- `location operator+ (location res, const location &end)`
Join two locations.
- `location & operator+= (location &res, location::counter_type width)`
Add width columns to the end position, in place.
- `location operator+ (location res, location::counter_type width)`
Add width columns to the end position.
- `location & operator-= (location &res, location::counter_type width)`
Subtract width columns to the end position, in place.
- `location operator- (location res, location::counter_type width)`
Subtract width columns to the end position.
- `template<typename YYChar > std::basic_ostream< YYChar > & operator<< (std::basic_ostream< YYChar > &ostr, const location &loc)`
Intercept output stream redirection.

5.1.1 Function Documentation

5.1.1.1 operator+() [1/3] `location yy::operator+ (`
`location res,`
`const location & end)`

Join two locations.

5.1.1.2 operator+() [2/3] `location yy::operator+ (`
`location res,`
`location::counter_type width)`

Add *width* columns to the end position.

5.1.1.3 operator+() [3/3] `position yy::operator+ (`
`position res,`
`position::counter_type width)`

Add *width* columns.

5.1.1.4 operator+=() [1/3] `location& yy::operator+= (`
`location & res,`
`const location & end)`

Join two locations, in place.

5.1.1.5 operator+=() [2/3] `location& yy::operator+= (`
`location & res,`
`location::counter_type width)`

Add *width* columns to the end position, in place.

5.1.1.6 operator+=() [3/3] `position& yy::operator+= (`
`position & res,`
`position::counter_type width)`

Add *width* columns, in place.

5.1.1.7 operator-() [1/2] `location yy::operator- (`
`location res,`
`location::counter_type width)`

Subtract *width* columns to the end position.

5.1.1.8 operator-() [2/2] `position yy::operator- (`
`position res,`
`position::counter_type width)`

Subtract *width* columns.

5.1.1.9 operator-= () [1/2] `location& yy::operator-= (`
`location & res,`
`location::counter_type width)`

Subtract *width* columns to the end position, in place.

5.1.1.10 operator-= () [2/2] `position& yy::operator-= (`
`position & res,`
`position::counter_type width)`

Subtract *width* columns, in place.

5.1.1.11 operator<<() [1/2] `template<typename YYChar >`
`std::basic_ostream<YYChar>& yy::operator<< (`
`std::basic_ostream< YYChar > & ostr,`
`const location & loc)`

Intercept output stream redirection.

Parameters

<i>ostr</i>	the destination output stream
<i>loc</i>	a reference to the location to redirect

Avoid duplicate information.

```
5.1.1.12 operator<<() [2/2]  template<typename YYChar >
std::basic_ostream<YYChar>& yy::operator<< (
    std::basic_ostream< YYChar > & ostr,
    const position & pos )
```

Intercept output stream redirection.

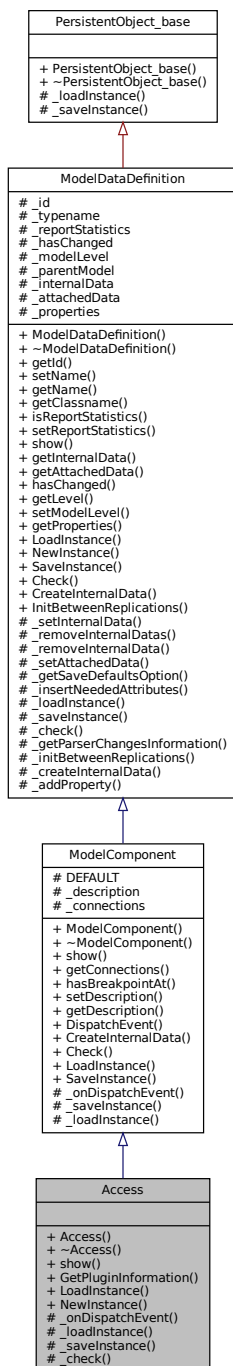
Parameters

<i>ostr</i>	the destination output stream
<i>pos</i>	a reference to the position to redirect

6 Class Documentation

6.1 Access Class Reference

Inheritance diagram for Access:



Public Member Functions

- `Access` (`Model` *model, `std::string` name="")

- virtual `~Access()`=default
- virtual `std::string show()`

Static Public Member Functions

- static `PluginInformation * GetPluginInformation()`
- static `ModelComponent * LoadInstance(Model *model, std::map< std::string, std::string > *fields)`
- static `ModelDataDefinition * NewInstance(Model *model, std::string name="")`

Protected Member Functions

- virtual void `_onDispatchEvent(Entity *entity, unsigned int inputNumber)`
- virtual bool `_loadInstance(std::map< std::string, std::string > *fields)`
- virtual `std::map< std::string, std::string > * _saveInstance(bool saveDefaultValues)`
- virtual bool `_check(std::string *errorMessage)`

Additional Inherited Members

6.1.1 Detailed Description

Access module DESCRIPTION The **Access** module allocates one or more cells of a conveyor to an entity for movement from one station to another. Once the entity has control of the cells on the conveyor, it may then be conveyed to the next station. When an entity arrives at an **Access** module, it will wait until the appropriate number of contiguous cells on the conveyor are empty and aligned with the entity's station location. TYPICAL USES Parts accessing a conveyor to be sent to a paint booth Glass accessing a conveyor to be transferred to a cutting station PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Conveyor Name Name of the conveyor that the entity desires.

6.1.2 of Cells Number of contiguous conveyor cells the entity requires for

movement on the conveyor. **Queue** Type Determines the type of queue used to hold the entities, either an individual **Queue**, a queue **Set**, and Internal queue or an **Attribute** or Expression that evaluate to the queue name. **Queue** Name Name of the queue that will hold the entity until it accesses the conveyor. **Set** Name Name of the set of queues. **Set** Index Defines the index into the queue set. Note that this is the index into the set and not the name of the queue in the set. For example, the only valid entries for a queue set containing three members is an expression that evaluates to 1, 2, or 3. **Attribute** Name Defines the name of the attribute that stores the queue name to which entities will reside. Expression Defines the name of the expression that stores the queue name to which entities will reside.

6.1.3 Constructor & Destructor Documentation

6.1.3.1 Access() `Access::Access (`
`Model * model,`
`std::string name = "")`

6.1.3.2 ~Access() `virtual Access::~~Access () [virtual], [default]`

6.1.4 Member Function Documentation

6.1.4.1 _check() `bool Access::_check (std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.1.4.2 _loadInstance() `bool Access::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.1.4.3 _onDispatchEvent() `void Access::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.1.4.4 _saveInstance() `std::map< std::string, std::string > * Access::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.1.4.5 GetPluginInformation() `PluginInformation * Access::GetPluginInformation () [static]`

6.1.4.6 LoadInstance() `ModelComponent * Access::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.1.4.7 NewInstance() `ModelDataDefinition * Access::NewInstance (Model * model, std::string name = "") [static]`

6.1.4.8 show() `std::string Access::show () [virtual]`

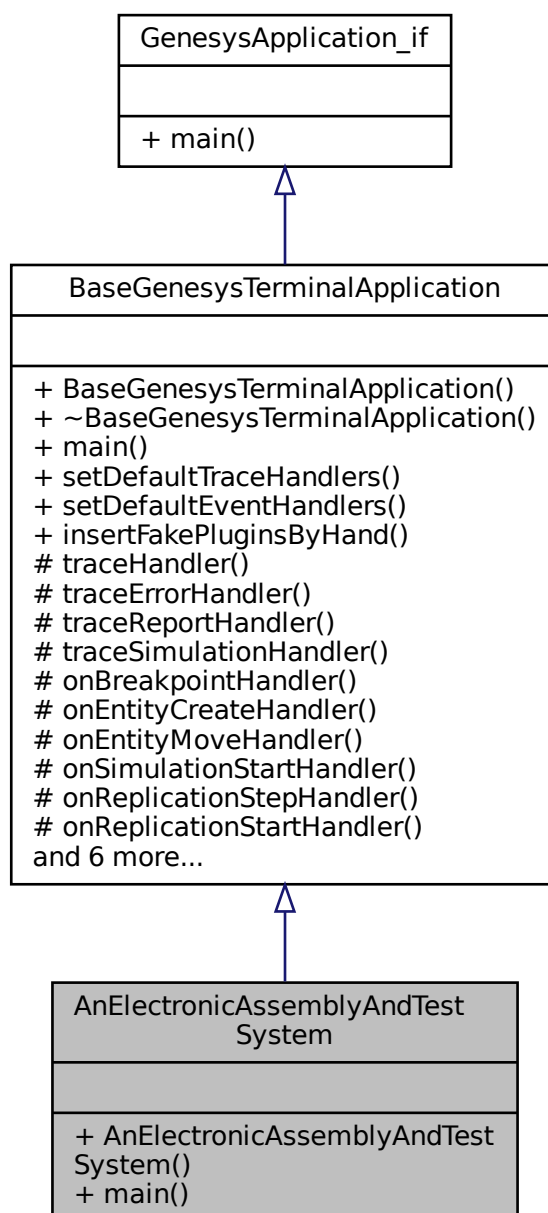
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/Access.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/Access.cpp`

6.2 AnElectronicAssemblyAndTestSystem Class Reference

Inheritance diagram for AnElectronicAssemblyAndTestSystem:



Public Member Functions

- [AnElectronicAssemblyAndTestSystem](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.2.1 Constructor & Destructor Documentation

6.2.1.1 AnElectronicAssemblyAndTestSystem() `AnElectronicAssemblyAndTestSystem::AnElectronicAssemblyAndTestSystem ()`

6.2.2 Member Function Documentation

6.2.2.1 main() `int AnElectronicAssemblyAndTestSystem::main (int argc, char ** argv) [virtual]`

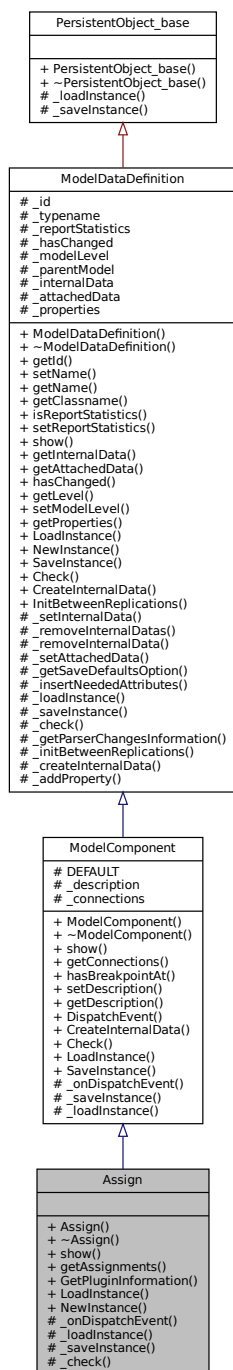
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/AnElectronicAssemblyAndTestSystem.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/AnElectronicAssemblyAndTestSystem.cpp`

6.3 Assign Class Reference

Inheritance diagram for Assign:



Public Member Functions

- [Assign](#) ([Model](#) *model, std::string name="")
- virtual [~Assign](#) ()=default
- virtual std::string [show](#) ()
- [List](#)< [Assignment](#) * > * [getAssignments](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.3.1 Detailed Description

[Assign](#) module DESCRIPTION This module is used for assigning new values to variables, entity attributes, entity types, entity pictures, or other system variables. Multiple assignments can be made with a single [Assign](#) module. TYPICAL USES Accumulate the number of subassemblies added to a part Change an entity's type to represent the customer copy of a multi-page form Establish a customer's priority PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Assignments Specifies the one or more assignments that will be made when an entity executes the module. Type Type of assignment to be made. Other can include system variables, such as resource capacity or simulation end time. [Variable](#) Name Name of the variable that will be assigned a new value when an entity enters the module. Applies only when Type is [Variable](#), [Variable](#) Array (1D), or [Variable](#) Array (2D). Row Specifies the row index for a variable array. Column Specifies the column index for a variable array. [Attribute](#) Name Name of the entity attribute that will be assigned a new value when the entity enters the module. Applies only when Type is [Attribute](#). [Entity](#) Type New entity type that will be assigned to the entity when the entity enters the module. Applies only when Type is [Entity](#) Type. [Entity](#) Picture New entity picture that will be assigned to the entity when the entity enters the module. Applies only when Type is [Entity](#) Picture. Other Identifies the special system variable that will be assigned a new value when an entity enters the module. Applies only when Type is Other. New Value [Assignment](#) value of the attribute, variable, or other system variable. Does not apply when Type is [Entity](#) Type or [Entity](#) Picture.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 [Assign\(\)](#) `Assign::Assign (`
`Model * model,`
`std::string name = "")`

6.3.2.2 [~Assign\(\)](#) `virtual Assign::~Assign () [virtual], [default]`

6.3.3 Member Function Documentation

6.3.3.1 _check() `bool Assign::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.3.3.2 _loadInstance() `bool Assign::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.3.3.3 _onDispatchEvent() `void Assign::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.3.3.4 _saveInstance() `std::map< std::string, std::string > * Assign::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.3.3.5 getAssignments() `List< Assignment * > * Assign::getAssignments () const`

6.3.3.6 GetPluginInformation() `PluginInformation * Assign::GetPluginInformation () [static]`

6.3.3.7 LoadInstance() `ModelComponent * Assign::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.3.3.8 NewInstance() `ModelDataDefinition * Assign::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.3.3.9 show() `std::string Assign::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Assign.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Assign.cpp](#)

6.4 Assignment Class Reference

Public Member Functions

- [Assignment](#) ([Model](#) *model, std::string destination, std::string expression, bool [isAttributeNotVariable](#)=true)
- [Assignment](#) (std::string destination, std::string expression, bool [isAttributeNotVariable](#)=true)
- void [setDestination](#) (std::string _destination)
- std::string [getDestination](#) () const
- void [setExpression](#) (std::string _expression)
- std::string [getExpression](#) () const
- void [setAttributeNotVariable](#) (bool [isAttributeNotVariable](#))
- bool [isAttributeNotVariable](#) () const
- bool [loadInstance](#) (std::map< std::string, std::string > *fields, unsigned int parentIndex)
- std::map< std::string, std::string > * [saveInstance](#) (unsigned int parentIndex, bool saveDefault)

6.4.1 Detailed Description

While the assign ans sequence classes allows you to perform multiple assignments, the assignmentItem class defines an assignment itself.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 Assignment() [1/2] `Assignment::Assignment (`
 [Model](#) * model,
 std::string destination,
 std::string expression,
 bool [isAttributeNotVariable](#) = true)

6.4.2.2 Assignment() [2/2] `Assignment::Assignment (`
 std::string destination,
 std::string expression,
 bool [isAttributeNotVariable](#) = true)

6.4.3 Member Function Documentation

6.4.3.1 `getDestination()` `std::string Assignment::getDestination () const`

6.4.3.2 `getExpression()` `std::string Assignment::getExpression () const`

6.4.3.3 `isAttributeNotVariable()` `bool Assignment::isAttributeNotVariable () const`

6.4.3.4 `loadInstance()` `bool Assignment::loadInstance (`
`std::map< std::string, std::string > * fields,`
`unsigned int parentIndex)`

6.4.3.5 `saveInstance()` `std::map< std::string, std::string > * Assignment::saveInstance (`
`unsigned int parentIndex,`
`bool saveDefault)`

6.4.3.6 `setAttributeNotVariable()` `void Assignment::setAttributeNotVariable (`
`bool isAttributeNotVariable)`

6.4.3.7 `setDestination()` `void Assignment::setDestination (`
`std::string _destination)`

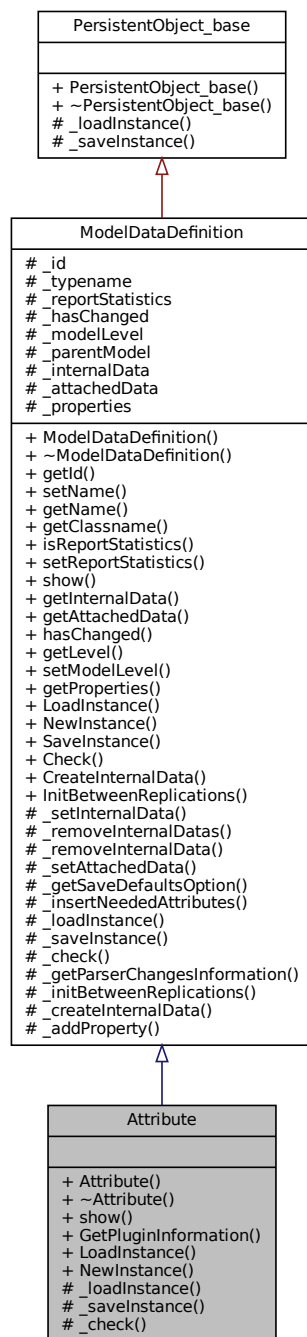
6.4.3.8 `setExpression()` `void Assignment::setExpression (`
`std::string _expression)`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/AssignmentItem.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/AssignmentItem.cpp`

6.5 Attribute Class Reference

Inheritance diagram for Attribute:



Public Member Functions

- [Attribute](#) ([Model](#) *model, std::string name="")
- virtual [~Attribute](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.5.1 Detailed Description

[Attribute](#) module DESCRIPTION This data module is used to define an attribute's dimension, data type and initial value(s). An attribute is a characteristic of all entities created, but with a specific value that can differ from one entity to another. Attributes can be referenced in other modules (for example, the [Decide](#) module), can be reassigned a new value with the [Assign](#) module, and can be used in any expression. [Attribute](#) values are unique for each entity, as compared to Variables which are global to the simulation module. There are three methods for manually editing the Initial Values of an [Attribute](#) module: Using the standard spreadsheet interface. In the module spreadsheet, rightclick on the Initial Values cell and select the Edit via spreadsheet menu item. The values for two-dimensional arrays should be entered one column at a time. Array elements not explicitly assigned are assumed to have the last entered value. Using the module dialog box. In the module spreadsheet, right-click on any cell and select the Edit via dialog menu item. The values for two-dimensional arrays should be entered one column at a time. Array elements not explicitly assigned are assumed to have the last entered value. Using the two-dimensional (2-D) spreadsheet interface. In the module spreadsheet, click on the Initial Values cell. TYPICAL USES Due date of an order (entity) Priority of an order (entity) Color of a part (entity) PROMPTS Prompt Description Name The unique name of the attribute being defined. Rows Number of rows in a one- or two-dimensional attribute. Columns Number of columns in a two-dimensional attribute. Data Type The data type of the values stored in the attribute. Valid types are Real and String. The default type is Real. Initial Values Lists the initial value or values of the attribute. You can assign new values to the attribute by using the [Assign](#) module. Initial Value [Entity](#) attribute value when entity is created and enters the system.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 [Attribute\(\)](#) [Attribute](#)::[Attribute](#) (
[Model](#) * model,
 std::string name = "")

6.5.2.2 [~Attribute\(\)](#) virtual [Attribute](#)::[~Attribute](#) () [virtual], [default]

6.5.3 Member Function Documentation

6.5.3.1 _check() `bool Attribute::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.5.3.2 _loadInstance() `bool Attribute::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.5.3.3 _saveInstance() `std::map< std::string, std::string > * Attribute::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.5.3.4 GetPluginInformation() `PluginInformation * Attribute::GetPluginInformation () [static]`

6.5.3.5 LoadInstance() `ModelDataDefinition * Attribute::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.5.3.6 NewInstance() `ModelDataDefinition * Attribute::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.5.3.7 show() `std::string Attribute::show () [virtual]`

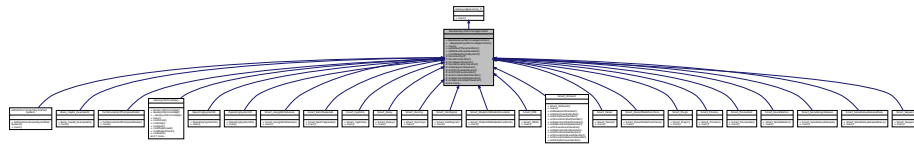
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Attribute.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Attribute.cpp](#)

6.6 BaseGenesysTerminalApplication Class Reference

Inheritance diagram for BaseGenesysTerminalApplication:



Public Member Functions

- [BaseGenesysTerminalApplication](#) ()
- virtual [~BaseGenesysTerminalApplication](#) ()=default
- virtual int [main](#) (int argc, char **argv)=0
- void [setDefaultTraceHandlers](#) (TraceManager *tm)
- void [setDefaultEventHandlers](#) (OnEventManager *oem)
- void [insertFakePluginsByHand](#) (Simulator *simulator)

Protected Member Functions

- virtual void [traceHandler](#) (TraceEvent e)
- virtual void [traceErrorHandler](#) (TraceErrorEvent e)
- virtual void [traceReportHandler](#) (TraceEvent e)
- virtual void [traceSimulationHandler](#) (TraceSimulationEvent e)
- virtual void [onBreakpointHandler](#) (SimulationEvent *re)
- virtual void [onEntityCreateHandler](#) (SimulationEvent *re)
- virtual void [onEntityMoveHandler](#) (SimulationEvent *re)
- virtual void [onSimulationStartHandler](#) (SimulationEvent *re)
- virtual void [onReplicationStepHandler](#) (SimulationEvent *re)
- virtual void [onReplicationStartHandler](#) (SimulationEvent *re)
- virtual void [onProcessEventHandler](#) (SimulationEvent *re)
- virtual void [onReplicationEndHandler](#) (SimulationEvent *re)
- virtual void [onSimulationEndHandler](#) (SimulationEvent *re)
- virtual void [onSimulationPausedHandler](#) (SimulationEvent *re)
- virtual void [onSimulationResumeHandler](#) (SimulationEvent *re)
- virtual void [onEntityRemoveHandler](#) (SimulationEvent *re)

6.6.1 Constructor & Destructor Documentation

6.6.1.1 BaseGenesysTerminalApplication() BaseGenesysTerminalApplication::BaseGenesysTerminalApplication ()

6.6.1.2 ~BaseGenesysTerminalApplication() virtual BaseGenesysTerminalApplication::~~BaseGenesysTerminalApplication () [virtual], [default]

6.6.2 Member Function Documentation

6.6.2.1 insertFakePluginsByHand() `void BaseGenesysTerminalApplication::insertFakePluginsByHand (`
`(`
`Simulator * simulator)`

6.6.2.2 main() `virtual int BaseGenesysTerminalApplication::main (`
`int argc,`
`char ** argv) [pure virtual]`

Implements [GenesysApplication_if](#).

Implemented in [GenesysTerminalApp](#), [OperatingSystem03](#), [OperatingSystem02](#), [FullSimulationOfComplexModel](#), [AnElectronicAssemblyAndTestSystem](#), [Smart_Sequence](#), [Smart_SeizeDelayReleaseMany](#), [Smart_SeizeDelayRelease](#), [Smart_RouteStation](#), [Smart_ProcessSet](#), [Smart_Process](#), [Smart_Plugin](#), [Smart_ParserModelFunctions](#), [Smart_Parser](#), [Smart_OnEvent](#), [Smart_ODE](#), [Smart_ModelInfoModelSimulation](#), [Smart_HoldSignal](#), [Smart_Dummy](#), [Smart_Delay](#), [Smart_CppForG](#), [Smart_BatchSeparate](#), [Smart_AssignWriteSeizes](#), and [Book_Cap02_Example01](#).

6.6.2.3 onBreakpointHandler() `void BaseGenesysTerminalApplication::onBreakpointHandler (`
`SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.4 onEntityCreateHandler() `void BaseGenesysTerminalApplication::onEntityCreateHandler (`
`SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.5 onEntityMoveHandler() `void BaseGenesysTerminalApplication::onEntityMoveHandler (`
`SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.6 onEntityRemoveHandler() `void BaseGenesysTerminalApplication::onEntityRemoveHandler (`
`SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.7 onProcessEventHandler() `void BaseGenesysTerminalApplication::onProcessEventHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.8 onReplicationEndHandler() `void BaseGenesysTerminalApplication::onReplicationEndHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.9 onReplicationStartHandler() `void BaseGenesysTerminalApplication::onReplicationStartHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.10 onReplicationStepHandler() `void BaseGenesysTerminalApplication::onReplicationStepHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.11 onSimulationEndHandler() `void BaseGenesysTerminalApplication::onSimulationEndHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.12 onSimulationPausedHandler() `void BaseGenesysTerminalApplication::onSimulationPausedHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.13 onSimulationResumeHandler() `void BaseGenesysTerminalApplication::onSimulationResumeHandler (SimulationEvent * re) [protected], [virtual]`

Reimplemented in [Smart_OnEvent](#).

6.6.2.14 onSimulationStartHandler() void BaseGenesysTerminalApplication::onSimulationStartHandler (
SimulationEvent * re) [protected], [virtual]

Reimplemented in [Smart_OnEvent](#).

6.6.2.15 setDefaultEventHandlers() void BaseGenesysTerminalApplication::setDefaultEventHandlers (
OnEventManager * oem)

6.6.2.16 setDefaultTraceHandlers() void BaseGenesysTerminalApplication::setDefaultTraceHandlers (
TraceManager * tm)

6.6.2.17 traceErrorHandler() void BaseGenesysTerminalApplication::traceErrorHandler (
TraceErrorEvent e) [protected], [virtual]

6.6.2.18 traceHandler() void BaseGenesysTerminalApplication::traceHandler (
TraceEvent e) [protected], [virtual]

6.6.2.19 traceReportHandler() void BaseGenesysTerminalApplication::traceReportHandler (
TraceEvent e) [protected], [virtual]

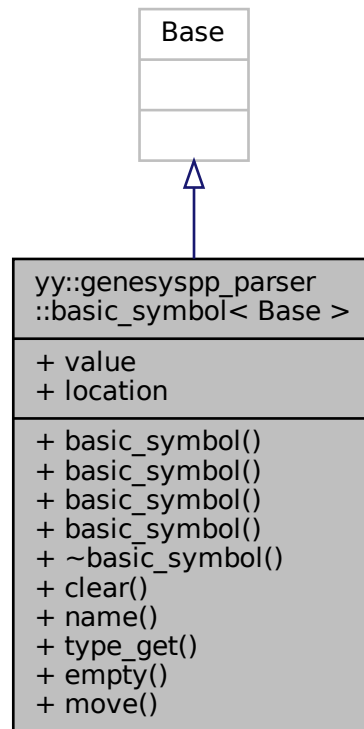
6.6.2.20 traceSimulationHandler() void BaseGenesysTerminalApplication::traceSimulationHandler (
TraceSimulationEvent e) [protected], [virtual]

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/[BaseGenesysTerminalApplication.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/[BaseGenesysTerminalApplication.cpp](#)

6.7 yy::genesyspp_parser::basic_symbol< Base > Struct Template Reference

Inheritance diagram for yy::genesyspp_parser::basic_symbol< Base >:



Public Types

- typedef Base [super_type](#)
Alias to Base.

Public Member Functions

- [basic_symbol](#) () [YY_NOEXCEPT](#)
Default constructor.
- [basic_symbol](#) (const [basic_symbol](#) &that)
Copy constructor.
- [basic_symbol](#) (typename Base::kind_type t, const [location_type](#) &l)
Constructors for typed symbols.
- [basic_symbol](#) (typename Base::kind_type t, const [obj_t](#) &v, const [location_type](#) &l)
- [~basic_symbol](#) ()
Destroy the symbol.
- void [clear](#) () [YY_NOEXCEPT](#)
Destroy contents, and record that is empty.

- `std::string name () const YY_NOEXCEPT`
The user-facing name of this symbol.
- `symbol_kind_type type_get () const YY_NOEXCEPT`
Backward compatibility (Bison 3.6).
- `bool empty () const YY_NOEXCEPT`
Whether empty.
- `void move (basic_symbol &s)`
Destructive move, s is emptied into this.

Public Attributes

- `value_type value`
The semantic value.
- `location_type location`
The location.

6.7.1 Detailed Description

```
template<typename Base>
struct yy::genesyspp_parser::basic_symbol< Base >
```

A complete symbol.

Expects its Base type to provide access to the symbol kind via `kind ()`.

Provide access to semantic value and location.

6.7.2 Member Typedef Documentation

```
6.7.2.1 super_type  template<typename Base >
typedef Base yy::genesyspp_parser::basic_symbol< Base >::super_type
```

Alias to Base.

6.7.3 Constructor & Destructor Documentation

```
6.7.3.1 basic_symbol() [1/4]  template<typename Base >
yy::genesyspp_parser::basic_symbol< Base >::basic_symbol ( )
```

Default constructor.

6.7.3.2 basic_symbol() [2/4] `template<typename Base >`
`yy::genesyspp_parser::basic_symbol< Base >::basic_symbol (`
`const basic_symbol< Base > & that)`

Copy constructor.

6.7.3.3 basic_symbol() [3/4] `template<typename Base >`
`yy::genesyspp_parser::basic_symbol< Base >::basic_symbol (`
`typename Base::kind_type t,`
`const location_type & l)`

Constructors for typed symbols.

6.7.3.4 basic_symbol() [4/4] `template<typename Base >`
`yy::genesyspp_parser::basic_symbol< Base >::basic_symbol (`
`typename Base::kind_type t,`
`const obj_t & v,`
`const location_type & l)`

6.7.3.5 ~basic_symbol() `template<typename Base >`
`yy::genesyspp_parser::basic_symbol< Base >::~~basic_symbol ()`

Destroy the symbol.

6.7.4 Member Function Documentation

6.7.4.1 clear() `template<typename Base >`
`void yy::genesyspp_parser::basic_symbol< Base >::clear ()`

Destroy contents, and record that is empty.

6.7.4.2 empty() `template<typename Base >`
`bool yy::genesyspp_parser::basic_symbol< Base >::empty () const`

Whether empty.

6.7.4.3 move() `template<typename Base >`
`void yy::genesyspp_parser::basic_symbol< Base >::move (`
`basic_symbol< Base > & s)`

Destructive move, s is emptied into this.

6.7.4.4 name() `template<typename Base >`
`std::string yy::genesyspp_parser::basic_symbol< Base >::name () const`

The user-facing name of this symbol.

6.7.4.5 type_get() `template<typename Base >`
`genesyspp_parser::symbol_kind_type yy::genesyspp_parser::basic_symbol< Base >::type_get ()`
`const`

Backward compatibility (Bison 3.6).

6.7.5 Member Data Documentation

6.7.5.1 location `template<typename Base >`
`location_type yy::genesyspp_parser::basic_symbol< Base >::location`

The location.

6.7.5.2 value `template<typename Base >`
`value_type yy::genesyspp_parser::basic_symbol< Base >::value`

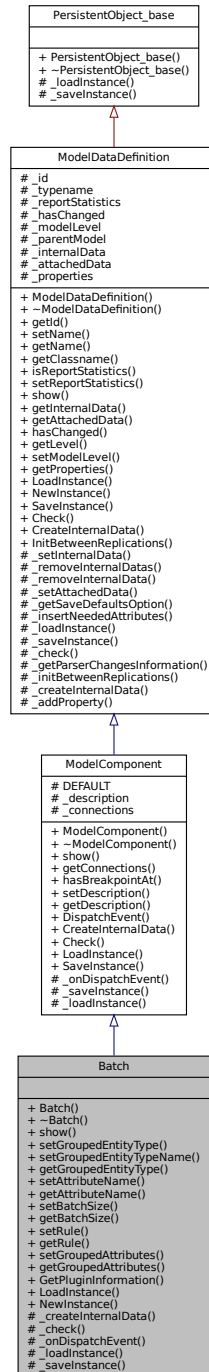
The semantic value.

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/parser/GenesysParser.h`

6.8 Batch Class Reference

Inheritance diagram for Batch:



Public Types

- enum class **BatchType** : int { **Temporary** = 0 , **Permanent** = 1 }
- enum class **Rule** : int { **Any** = 0 , **ByAttribute** = 1 }
- enum class **GroupedAttribs** : int { **FirstEntity** = 0 , **LastEntity** = 1 , **SumAttributes** = 2 }

Public Member Functions

- [Batch](#) ([Model](#) *model, std::string name="")
- virtual [~Batch](#) ()=default
- virtual std::string [show](#) ()
- void [setGroupedEntityType](#) ([EntityType](#) *groupedEntityType)
- void [setGroupedEntityTypeName](#) (std::string groupedEntityTypeName)
- [EntityType](#) * [getGroupedEntityType](#) () const
- void [setAttributeName](#) (std::string attributeName)
- std::string [getAttributeName](#) () const
- void [setBatchSize](#) (std::string batchSize)
- std::string [getBatchSize](#) () const
- void [setRule](#) ([Batch::Rule](#) _rule)
- [Batch::Rule](#) [getRule](#) () const
- void [setGroupedAttributes](#) ([Batch::GroupedAttribs](#) _groupedAttributes)
- [Batch::GroupedAttribs](#) [getGroupedAttributes](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_createInternalData](#) ()
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)

Additional Inherited Members

6.8.1 Detailed Description

[Batch](#) module DESCRIPTION This module is intended as the grouping mechanism within the simulation model. Batches can be permanently or temporarily grouped. Temporary batches must later be split using the [Separate](#) module. Batches may be made with any specified number of entering entities or may be matched together based on an attribute. Entities arriving at the [Batch](#) module are placed in a queue until the required number of entities has accumulated. Once accumulated, a new representative entity is created. TYPICAL USES Collect a number of parts before starting processing Reassemble previously separated copies of a form Bring together a patient and his record before commencing an appointment PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Method of batching entities together. [Batch](#) Size Number of entities to be batched. Save Criterion Method for assigning representative entity's user-defined attribute values. Rule Determines how incoming entities will be batched. Any [Entity](#) will take the first "Batch Size" number of entities and put them together. By [Attribute](#) signifies that the values of the specified attribute must match for entities to be grouped. For example, if [Attribute](#) Name is Color, all entities must have the same Color value to be grouped; otherwise, they will wait at the module for additional incoming entities. [Attribute](#) Name Name of the attribute whose value must match the value of the other incoming entities in order for a group to be made. Applies only when Rule is By [Attribute](#). Representative [Entity](#) The entity type for the representative entity.

6.8.2 Member Enumeration Documentation

6.8.2.1 BatchType enum [Batch::BatchType](#) : int [strong]

Enumerator

Temporary	
Permanent	

6.8.2.2 GroupedAttribs `enum Batch::GroupedAttribs : int [strong]`

Enumerator

FirstEntity	
LastEntity	
SumAttributes	

6.8.2.3 Rule `enum Batch::Rule : int [strong]`

Enumerator

Any	
ByAttribute	

6.8.3 Constructor & Destructor Documentation

6.8.3.1 Batch() `Batch::Batch (`
`Model * model,`
`std::string name = "")`6.8.3.2 ~Batch() `virtual Batch::~Batch () [virtual], [default]`

6.8.4 Member Function Documentation

6.8.4.1 _check() `bool Batch::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.8.4.2 _createInternalData() `void Batch::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.8.4.3 _loadInstance() `bool Batch::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.8.4.4 _onDispatchEvent() `void Batch::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.8.4.5 _saveInstance() `std::map< std::string, std::string > * Batch::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.8.4.6 getAttributeName() `std::string Batch::getAttributeName () const`

6.8.4.7 getBatchSize() `std::string Batch::getBatchSize () const`

6.8.4.8 getGroupedAttributes() `Batch::GroupedAttribs Batch::getGroupedAttributes () const`

6.8.4.9 getGroupedEntityType() `EntityType * Batch::getGroupedEntityType () const`

6.8.4.10 GetPluginInformation() `PluginInformation * Batch::GetPluginInformation () [static]`

6.8.4.11 getRule() `Batch::Rule Batch::getRule () const`

6.8.4.12 LoadInstance() `ModelComponent * Batch::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.8.4.13 NewInstance() `ModelDataDefinition * Batch::NewInstance (
Model * model,
std::string name = "") [static]`

6.8.4.14 setAttributeName() `void Batch::setAttributeName (
std::string attributeName)`

6.8.4.15 setBatchSize() `void Batch::setBatchSize (
std::string batchSize)`

6.8.4.16 setGroupedAttributes() `void Batch::setGroupedAttributes (
Batch::GroupedAttribs _groupedAttributes)`

6.8.4.17 setGroupedEntityType() `void Batch::setGroupedEntityType (
EntityType * groupedEntityType)`

6.8.4.18 setGroupedEntityTypeName() `void Batch::setGroupedEntityTypeName (
std::string groupedEntityTypeName)`

6.8.4.19 setRule() `void Batch::setRule (
Batch::Rule _rule)`

6.8.4.20 show() `std::string Batch::show () [virtual]`

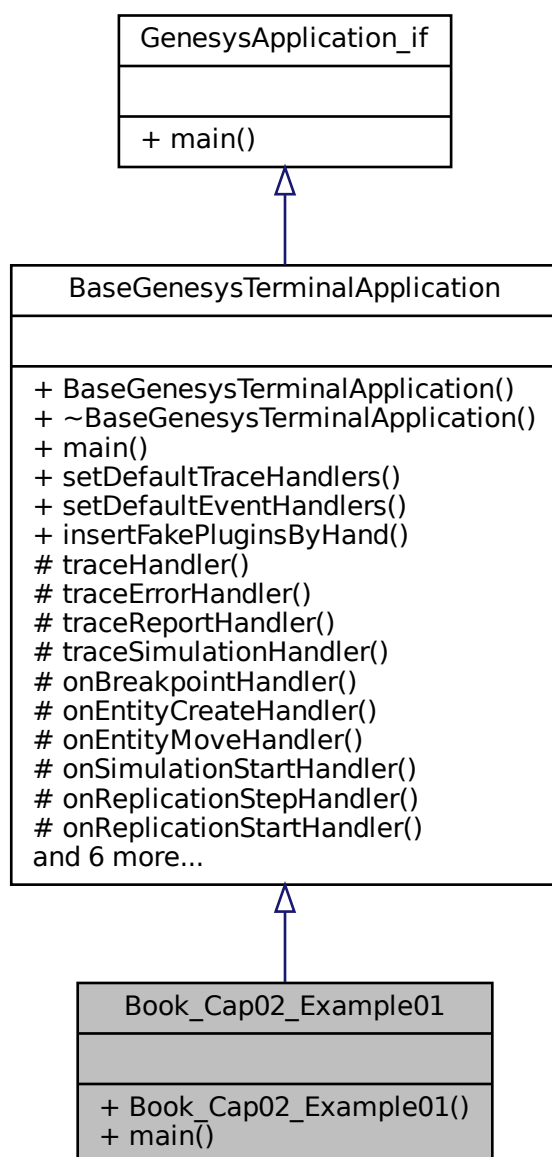
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Batch.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Batch.cpp](#)

6.9 Book_Cap02_Example01 Class Reference

Inheritance diagram for Book_Cap02_Example01:



Public Member Functions

- [Book_Cap02_Example01](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members**6.9.1 Constructor & Destructor Documentation****6.9.1.1 Book_Cap02_Example01()** `Book_Cap02_Example01::Book_Cap02_Example01 ()`**6.9.2 Member Function Documentation****6.9.2.1 main()** `int Book_Cap02_Example01::main (int argc, char ** argv) [virtual]`

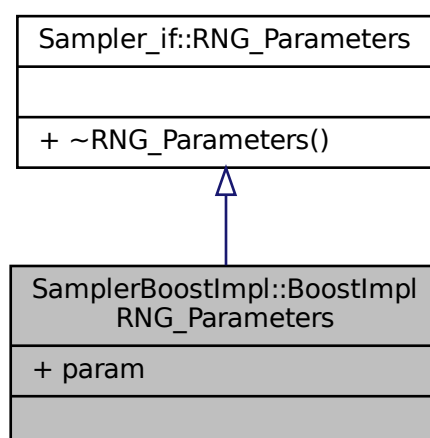
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/book/[Book_Cap02_Example01.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/book/[Book_Cap02_Example01.cpp](#)

6.10 SamplerBoostImpl::BoostImplRNG_Parameters Struct Reference

Inheritance diagram for SamplerBoostImpl::BoostImplRNG_Parameters:



Public Attributes

- double [param](#)

Additional Inherited Members

6.10.1 Member Data Documentation

6.10.1.1 **param** `double SamplerBoostImpl::BoostImplRNG_Parameters::param`

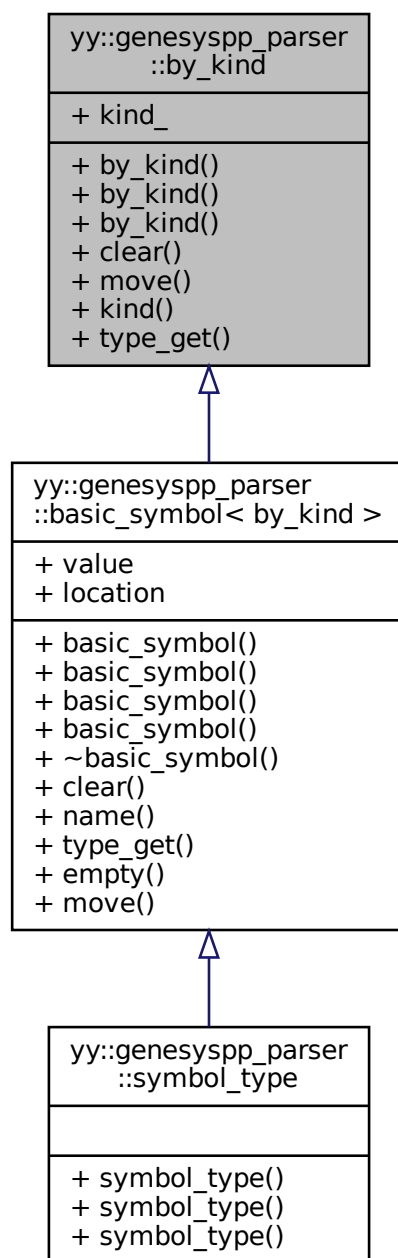
The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerBoostImpl.h`

6.11 `yy::genesyspp_parser::by_kind` Struct Reference

Type access provider for token (enum) based symbols.

Inheritance diagram for yy::genesyspp_parser::by_kind:



Public Types

- typedef `token_kind_type` `kind_type`
The symbol kind as needed by the constructor.

Public Member Functions

- `by_kind()` `YY_NOEXCEPT`

Default constructor.

- `by_kind` (const `by_kind` &that) `YY_NOEXCEPT`

Copy constructor.

- `by_kind` (`kind_type` t) `YY_NOEXCEPT`

Constructor from (external) token numbers.

- void `clear` () `YY_NOEXCEPT`

Record that this symbol is empty.

- void `move` (`by_kind` &that)

Steal the symbol kind from that.

- `symbol_kind_type` `kind` () const `YY_NOEXCEPT`
- `symbol_kind_type` `type_get` () const `YY_NOEXCEPT`

Backward compatibility (Bison 3.6).

Public Attributes

- `symbol_kind_type` `kind_`

6.11.1 Detailed Description

Type access provider for token (enum) based symbols.

6.11.2 Member Typedef Documentation

6.11.2.1 `kind_type` `typedef token_kind_type yy::genesyspp_parser::by_kind::kind_type`

The symbol kind as needed by the constructor.

6.11.3 Constructor & Destructor Documentation

6.11.3.1 `by_kind()` [1/3] `yy::genesyspp_parser::by_kind::by_kind ()`

Default constructor.

6.11.3.2 `by_kind()` [2/3] `yy::genesyspp_parser::by_kind::by_kind (`
`const by_kind & that)`

Copy constructor.

6.11.3.3 by_kind() [3/3] `yy::genesyspp_parser::by_kind::by_kind (kind_type t)`

Constructor from (external) token numbers.

6.11.4 Member Function Documentation

6.11.4.1 clear() `void yy::genesyspp_parser::by_kind::clear ()`

[Record](#) that this symbol is empty.

6.11.4.2 kind() `genesyspp_parser::symbol_kind_type yy::genesyspp_parser::by_kind::kind () const`

The (internal) type number (corresponding to *type*). *empty* when empty.

6.11.4.3 move() `void yy::genesyspp_parser::by_kind::move (by_kind & that)`

Steal the symbol kind from *that*.

6.11.4.4 type_get() `genesyspp_parser::symbol_kind_type yy::genesyspp_parser::by_kind::type_get () const`

Backward compatibility (Bison 3.6).

6.11.5 Member Data Documentation

6.11.5.1 kind_ `symbol_kind_type yy::genesyspp_parser::by_kind::kind_`

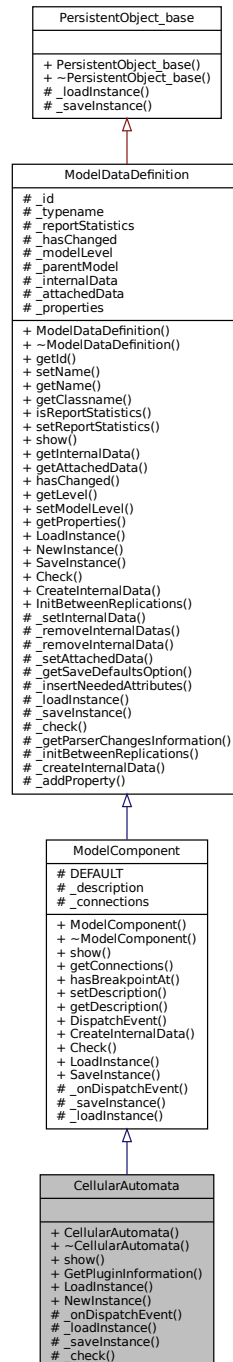
The symbol kind. *S_YYEMPTY* when empty.

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/GenesysParser.h`

6.12 CellularAutomata Class Reference

Inheritance diagram for CellularAutomata:



Public Member Functions

- [CellularAutomata](#) ([Model](#) *model, std::string name="")
- virtual [~CellularAutomata](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.12.1 Constructor & Destructor Documentation

6.12.1.1 CellularAutomata() `CellularAutomata::CellularAutomata (
Model * model,
std::string name = "")`

6.12.1.2 ~CellularAutomata() `virtual CellularAutomata::~~CellularAutomata () [virtual], [default]`

6.12.2 Member Function Documentation

6.12.2.1 _check() `bool CellularAutomata::_check (
std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.12.2.2 _loadInstance() `bool CellularAutomata::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.12.2.3 _onDispatchEvent() `void CellularAutomata::_onDispatchEvent (
 Entity * entity,
 unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.12.2.4 _saveInstance() `std::map< std::string, std::string > * CellularAutomata::_save↵
Instance (
 bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.12.2.5 GetPluginInformation() `PluginInformation * CellularAutomata::GetPluginInformation ()
[static]`

6.12.2.6 LoadInstance() `ModelComponent * CellularAutomata::LoadInstance (
 Model * model,
 std::map< std::string, std::string > * fields) [static]`

6.12.2.7 NewInstance() `ModelDataDefinition * CellularAutomata::NewInstance (
 Model * model,
 std::string name = "") [static]`

6.12.2.8 show() `std::string CellularAutomata::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/CellularAutomata.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/CellularAutomata.cpp](#)

6.13 CppCode::CodeResult Class Reference

Public Member Functions

- [CodeResult](#) (bool [success](#)=true, std::string [generalMessage](#)="", unsigned int [lineNumber](#)=1)

Public Attributes

- bool [success](#)
- std::string [generalMessage](#)
- unsigned int [lineNumber](#)

6.13.1 Constructor & Destructor Documentation

6.13.1.1 CodeResult() `CppCode::CodeResult::CodeResult (`
 `bool success = true,`
 `std::string generalMessage = "",`
 `unsigned int lineNumber = 1)`

6.13.2 Member Data Documentation

6.13.2.1 generalMessage `std::string CppCode::CodeResult::generalMessage`

6.13.2.2 lineNumber `unsigned int CppCode::CodeResult::lineNumber`

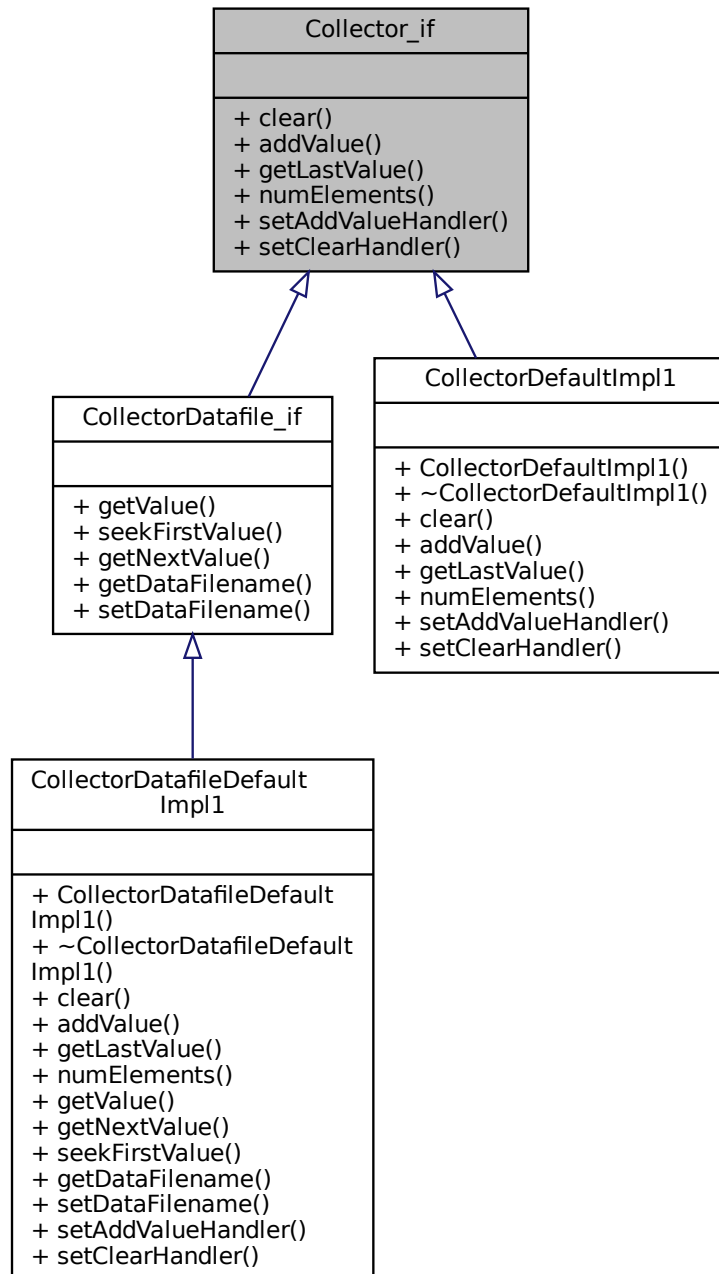
6.13.2.3 success `bool CppCode::CodeResult::success`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/CppCode.h`

6.14 Collector_if Class Reference

Inheritance diagram for Collector_if:



Public Member Functions

- virtual void `clear` ()=0
- virtual void `addValue` (double value)=0
- virtual double `getLastValue` ()=0

- virtual unsigned long [numElements](#) ()=0
- virtual void [setAddValueHandler](#) ([CollectorAddValueHandler](#) addValueHandler)=0
- virtual void [setClearHandler](#) ([CollectorClearHandler](#) clearHandler)=0

6.14.1 Detailed Description

Interface for collecting values of a single stochastic variable. Values collected can be used as base for statistical analysis.

6.14.2 Member Function Documentation

6.14.2.1 [addValue\(\)](#) virtual void [Collector_if::addValue](#) (
double value) [pure virtual]

Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

6.14.2.2 [clear\(\)](#) virtual void [Collector_if::clear](#) () [pure virtual]

Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

6.14.2.3 [getLastValue\(\)](#) virtual double [Collector_if::getLastValue](#) () [pure virtual]

Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

6.14.2.4 [numElements\(\)](#) virtual unsigned long [Collector_if::numElements](#) () [pure virtual]

Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

6.14.2.5 [setAddValueHandler\(\)](#) virtual void [Collector_if::setAddValueHandler](#) (
[CollectorAddValueHandler](#) addValueHandler) [pure virtual]

Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

6.14.2.6 setClearHandler() `virtual void Collector_if::setClearHandler (
CollectorClearHandler clearHandler) [pure virtual]`

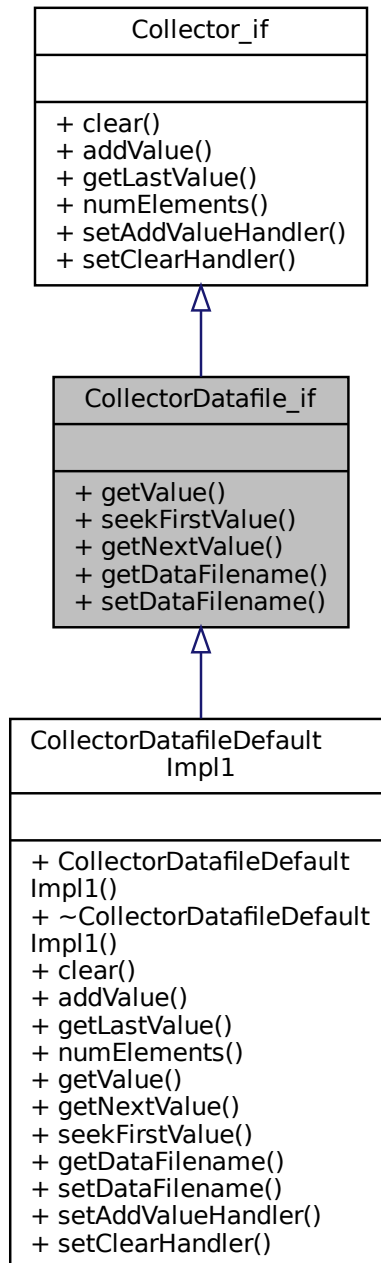
Implemented in [CollectorDefaultImpl1](#), and [CollectorDatafileDefaultImpl1](#).

The documentation for this class was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Collector_if.h](#)

6.15 CollectorDatafile_if Class Reference

Inheritance diagram for CollectorDatafile_if:



Public Member Functions

- virtual double [getValue](#) (unsigned int rank)=0
- virtual void [seekFirstValue](#) ()=0
- virtual double [getNextValue](#) ()=0
- virtual std::string [getDataFilename](#) ()=0
- virtual void [setDataFilename](#) (std::string filename)=0

6.15.1 Detailed Description

Interface for collecting values of a stochastic variable that will be stores in a datafile.

6.15.2 Member Function Documentation

6.15.2.1 `getDataFilename()` `virtual std::string CollectorDatafile_if::getDataFilename () [pure virtual]`

Implemented in [CollectorDatafileDefaultImpl1](#).

6.15.2.2 `getNextValue()` `virtual double CollectorDatafile_if::getNextValue () [pure virtual]`

Get the next value in the file and advances the pointer

Implemented in [CollectorDatafileDefaultImpl1](#).

6.15.2.3 `getValue()` `virtual double CollectorDatafile_if::getValue (unsigned int rank) [pure virtual]`

Get a value from a specific position

Implemented in [CollectorDatafileDefaultImpl1](#).

6.15.2.4 `seekFirstValue()` `virtual void CollectorDatafile_if::seekFirstValue () [pure virtual]`

[Set](#) the pointer to the first value in the file

Implemented in [CollectorDatafileDefaultImpl1](#).

6.15.2.5 `setDataFilename()` `virtual void CollectorDatafile_if::setDataFilename (std::string filename) [pure virtual]`

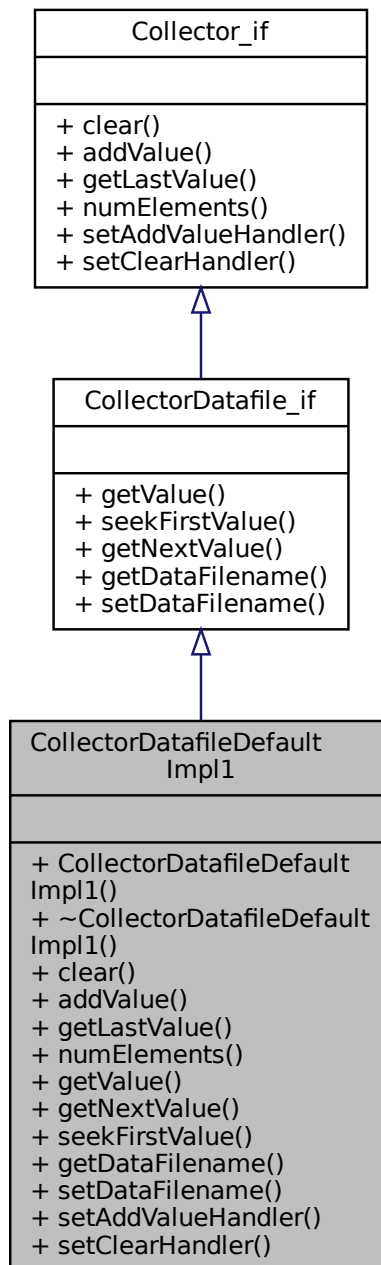
Implemented in [CollectorDatafileDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/CollectorDatafile_if.h`

6.16 CollectorDatafileDefaultImpl1 Class Reference

Inheritance diagram for CollectorDatafileDefaultImpl1:



Public Member Functions

- [CollectorDatafileDefaultImpl1](#) ()
- virtual [~CollectorDatafileDefaultImpl1](#) ()=default
- void [clear](#) ()

- void [addValue](#) (double value)
- double [getLastValue](#) ()
- unsigned long [numElements](#) ()
- double [getValue](#) (unsigned int num)
- double [getNextValue](#) ()
- void [seekFirstValue](#) ()
- std::string [getDataFilename](#) ()
- void [setDataFilename](#) (std::string filename)
- void [setAddValueHandler](#) ([CollectorAddValueHandler](#) addValueHandler)
- void [setClearHandler](#) ([CollectorClearHandler](#) clearHandler)

6.16.1 Constructor & Destructor Documentation

6.16.1.1 [CollectorDatafileDefaultImpl1\(\)](#) `CollectorDatafileDefaultImpl1::CollectorDatafileDefaultImpl1 ()`

6.16.1.2 [~CollectorDatafileDefaultImpl1\(\)](#) `virtual CollectorDatafileDefaultImpl1::~~CollectorDatafileDefaultImpl1 () [virtual], [default]`

6.16.2 Member Function Documentation

6.16.2.1 [addValue\(\)](#) `void CollectorDatafileDefaultImpl1::addValue (double value) [virtual]`

Implements [Collector_if](#).

6.16.2.2 [clear\(\)](#) `void CollectorDatafileDefaultImpl1::clear () [virtual]`

Implements [Collector_if](#).

6.16.2.3 [getDataFilename\(\)](#) `std::string CollectorDatafileDefaultImpl1::getDataFilename () [virtual]`

Implements [CollectorDatafile_if](#).

6.16.2.4 getLastValue() `double CollectorDatafileDefaultImpl1::getLastValue () [virtual]`

Implements [Collector_if](#).

6.16.2.5 getNextValue() `double CollectorDatafileDefaultImpl1::getNextValue () [virtual]`

Get the next value in the file and advances the pointer

Implements [CollectorDatafile_if](#).

6.16.2.6 getValue() `double CollectorDatafileDefaultImpl1::getValue (unsigned int rank) [virtual]`

Get a value from a specific position

Implements [CollectorDatafile_if](#).

6.16.2.7 numElements() `unsigned long CollectorDatafileDefaultImpl1::numElements () [virtual]`

Implements [Collector_if](#).

6.16.2.8 seekFirstValue() `void CollectorDatafileDefaultImpl1::seekFirstValue () [virtual]`

[Set](#) the pointer to the first value in the file

Implements [CollectorDatafile_if](#).

6.16.2.9 setAddValueHandler() `void CollectorDatafileDefaultImpl1::setAddValueHandler (CollectorAddValueHandler addValueHandler) [virtual]`

Implements [Collector_if](#).

6.16.2.10 setClearHandler() `void CollectorDatafileDefaultImpl1::setClearHandler (CollectorClearHandler clearHandler) [virtual]`

Implements [Collector_if](#).

6.16.2.11 setDataFilename() void CollectorDatafileDefaultImpl1::setDataFilename (std::string filename) [virtual]

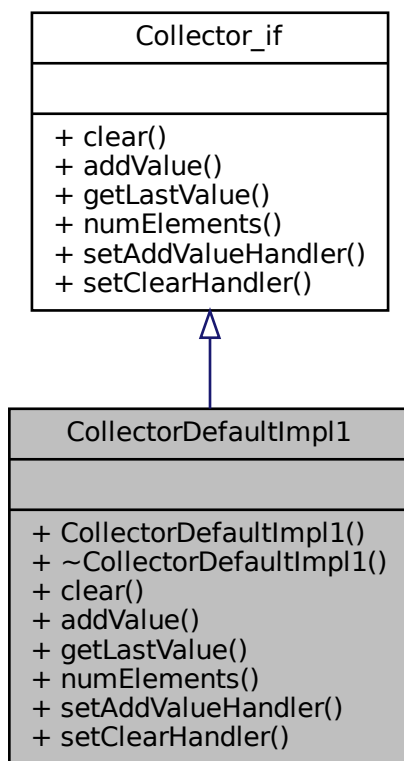
Implements [CollectorDatafile_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/[CollectorDatafileDefaultImpl1.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/[CollectorDatafileDefaultImpl1.cpp](#)

6.17 CollectorDefaultImpl1 Class Reference

Inheritance diagram for CollectorDefaultImpl1:



Public Member Functions

- [CollectorDefaultImpl1](#) ()
- virtual [~CollectorDefaultImpl1](#) ()=default
- void [clear](#) ()
- void [addValue](#) (double value)
- double [getLastValue](#) ()
- unsigned long [numElements](#) ()
- void [setAddValueHandler](#) ([CollectorAddValueHandler](#) addValueHandler)
- void [setClearHandler](#) ([CollectorClearHandler](#) clearHandler)

6.17.1 Constructor & Destructor Documentation

6.17.1.1 CollectorDefaultImpl1() `CollectorDefaultImpl1::CollectorDefaultImpl1 ()`

6.17.1.2 ~CollectorDefaultImpl1() `virtual CollectorDefaultImpl1::~~CollectorDefaultImpl1 ()`
[virtual], [default]

6.17.2 Member Function Documentation

6.17.2.1 addValue() `void CollectorDefaultImpl1::addValue (`
 `double value) [virtual]`

Implements [Collector_if](#).

6.17.2.2 clear() `void CollectorDefaultImpl1::clear () [virtual]`

Implements [Collector_if](#).

6.17.2.3 getLastValue() `double CollectorDefaultImpl1::getLastValue () [virtual]`

Implements [Collector_if](#).

6.17.2.4 numElements() `unsigned long CollectorDefaultImpl1::numElements () [virtual]`

Implements [Collector_if](#).

6.17.2.5 setAddValueHandler() `void CollectorDefaultImpl1::setAddValueHandler (`
 `CollectorAddValueHandler addValueHandler) [virtual]`

Implements [Collector_if](#).

6.17.2.6 setClearHandler() `void CollectorDefaultImpl1::setClearHandler (CollectorClearHandler clearHandler) [virtual]`

Implements [Collector_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/[CollectorDefaultImpl1.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/[CollectorDefaultImpl1.cpp](#)

6.18 ComponentManager Class Reference

Public Member Functions

- [ComponentManager](#) ([Model](#) *model)
- virtual [~ComponentManager](#) ()=default
- bool [insert](#) ([ModelComponent](#) *comp)
- void [remove](#) ([ModelComponent](#) *comp)
- [ModelComponent](#) * [find](#) (std::string name)
- [ModelComponent](#) * [find](#) ([Util::identification](#) id)
- void [clear](#) ()
- unsigned int [getNumberOfComponents](#) ()
- std::list< [ModelComponent](#) * >::iterator [begin](#) ()
- std::list< [ModelComponent](#) * >::iterator [end](#) ()
- [ModelComponent](#) * [front](#) ()
- [ModelComponent](#) * [next](#) ()
- bool [hasChanged](#) () const
- void [setHasChanged](#) (bool _hasChanged)
- std::list< [SourceModelComponent](#) * > * [getSourceComponents](#) ()
- std::list< [ModelComponent](#) * > * [getTransferInComponents](#) ()
- std::list< [ModelComponent](#) * > * [getAllComponents](#) () const

6.18.1 Detailed Description

[ComponentManager](#) allows to insert, access, find, remove and over Models

6.18.2 Constructor & Destructor Documentation

6.18.2.1 ComponentManager() `ComponentManager::ComponentManager (Model * model)`

Components are sorted by ID

6.18.2.2 ~ComponentManager() `virtual ComponentManager::~~ComponentManager () [virtual], [default]`

6.18.3 Member Function Documentation

6.18.3.1 begin() `std::list< ModelComponent * >::iterator ComponentManager::begin ()`

6.18.3.2 clear() `void ComponentManager::clear ()`

6.18.3.3 end() `std::list< ModelComponent * >::iterator ComponentManager::end ()`

6.18.3.4 find() [1/2] `ModelComponent * ComponentManager::find (`
`std::string name)`

6.18.3.5 find() [2/2] `ModelComponent * ComponentManager::find (`
`Util::identification id)`

6.18.3.6 front() `ModelComponent * ComponentManager::front ()`

6.18.3.7 getAllComponents() `std::list< ModelComponent * > * ComponentManager::getAllComponents`
`() const`

6.18.3.8 getNumberOfComponents() `unsigned int ComponentManager::getNumberOfComponents ()`

6.18.3.9 getSourceComponents() `std::list< SourceModelComponent * > * ComponentManager::get↔`
`SourceComponents ()`

6.18.3.10 `getTransferInComponents()` `std::list< ModelComponent * > * ComponentManager::getTransferInComponents ()`

6.18.3.11 `hasChanged()` `bool ComponentManager::hasChanged () const`

6.18.3.12 `insert()` `bool ComponentManager::insert (
 ModelComponent * comp)`

6.18.3.13 `next()` `ModelComponent * ComponentManager::next ()`

6.18.3.14 `remove()` `void ComponentManager::remove (
 ModelComponent * comp)`

6.18.3.15 `setHasChanged()` `void ComponentManager::setHasChanged (
 bool _hasChanged)`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ComponentManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ComponentManager.cpp`

6.19 HypothesisTester_if::ConfidenceInterval Class Reference

Public Member Functions

- `ConfidenceInterval` (double [inferiorLimit](#), double [superiorLimit](#), double e0)
- double [inferiorLimit](#) ()
- double [superiorLimit](#) ()
- double [halfWidth](#) ()

6.19.1 Constructor & Destructor Documentation

6.19.1.1 ConfidenceInterval() `HypothesisTester_if::ConfidenceInterval::ConfidenceInterval (double inferiorLimit, double superiorLimit, double e0)`

6.19.2 Member Function Documentation

6.19.2.1 halfWidth() `double HypothesisTester_if::ConfidenceInterval::halfWidth ()`

6.19.2.2 inferiorLimit() `double HypothesisTester_if::ConfidenceInterval::inferiorLimit ()`

6.19.2.3 superiorLimit() `double HypothesisTester_if::ConfidenceInterval::superiorLimit ()`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/HypothesisTester_if.h`

6.20 Connection Struct Reference

Public Attributes

- `ModelComponent * component`
- `unsigned int portNum`

6.20.1 Member Data Documentation

6.20.1.1 component `ModelComponent* Connection::component`

6.20.1.2 portNum `unsigned int Connection::portNum`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ConnectionManager.h`

6.21 ConnectionManager Class Reference

Public Member Functions

- [ConnectionManager](#) ()
- virtual [~ConnectionManager](#) ()=default
- unsigned int [size](#) ()
- [Connection](#) * [getFrontConnection](#) ()
- [Connection](#) * [getConnectionAtPort](#) (unsigned int rank)
- void [insert](#) ([ModelComponent](#) *component, unsigned int inputNumber=0)
- void [insert](#) ([Connection](#) *connection)
- void [insertAtPort](#) (unsigned int port, [Connection](#) *connection)
- void [remove](#) ([Connection](#) *connection)
- void [removeAtPort](#) (unsigned int port)
- std::map< unsigned int, [Connection](#) * > * [connections](#) () const
- unsigned int [getCurrentOutputConnectionsSize](#) () const
- void [setMaxOutputConnections](#) (unsigned int _maxOutputConnections)
- unsigned int [getMaxOutputConnections](#) () const
- void [setMinOutputConnections](#) (unsigned int _minOutputConnections)
- unsigned int [getMinOutputConnections](#) () const
- unsigned int [getCurrentInputConnectionsSize](#) () const
- void [setMaxInputConnections](#) (unsigned int _maxInputConnections)
- unsigned int [getMaxInputConnections](#) () const
- void [setMinInputConnections](#) (unsigned int _minInputConnections)
- unsigned int [getMinInputConnections](#) () const

6.21.1 Detailed Description

[ConnectionManager](#) defines how a [ModelComponent](#) is output connected to none, one or more following [ModelComponent](#)s. It has a list of nextConnections, where each [Connection](#) is a pair, defining the next [ModelComponent](#) and an input port on that component (usefull only if the next component has more than one input). The number of the output conection is its rank in the nextConnections list. Min and max number of input and output connectons can be defined.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 [ConnectionManager](#)() `ConnectionManager::ConnectionManager ()`

6.21.2.2 [~ConnectionManager](#)() `virtual ConnectionManager::~~ConnectionManager () [virtual], [default]`

6.21.3 Member Function Documentation

6.21.3.1 connections() `std::map< unsigned int, Connection * > * ConnectionManager::connections
() const`

6.21.3.2 getConnectionAtPort() `Connection * ConnectionManager::getConnectionAtPort (
unsigned int rank)`

6.21.3.3 getCurrentInputConnectionsSize() `unsigned int ConnectionManager::getCurrentInput↔
ConnectionsSize () const`

6.21.3.4 getCurrentOutputConnectionsSize() `unsigned int ConnectionManager::getCurrentOutput↔
ConnectionsSize () const`

6.21.3.5 getFrontConnection() `Connection * ConnectionManager::getFrontConnection ()`

6.21.3.6 getMaxInputConnections() `unsigned int ConnectionManager::getMaxInputConnections ()
const`

6.21.3.7 getMaxOutputConnections() `unsigned int ConnectionManager::getMaxOutputConnections ()
const`

6.21.3.8 getMinInputConnections() `unsigned int ConnectionManager::getMinInputConnections ()
const`

6.21.3.9 getMinOutputConnections() `unsigned int ConnectionManager::getMinOutputConnections ()
const`

6.21.3.10 insert() [1/2] `void ConnectionManager::insert (
Connection * connection)`

6.21.3.11 insert() [2/2] `void ConnectionManager::insert (`
 `ModelComponent * component,`
 `unsigned int inputNumber = 0)`

6.21.3.12 insertAtPort() `void ConnectionManager::insertAtPort (`
 `unsigned int port,`
 `Connection * connection)`

6.21.3.13 remove() `void ConnectionManager::remove (`
 `Connection * connection)`

6.21.3.14 removeAtPort() `void ConnectionManager::removeAtPort (`
 `unsigned int port)`

6.21.3.15 setMaxInputConnections() `void ConnectionManager::setMaxInputConnections (`
 `unsigned int _maxInputConnections)`

6.21.3.16 setMaxOutputConnections() `void ConnectionManager::setMaxOutputConnections (`
 `unsigned int _maxOutputConnections)`

6.21.3.17 setMinInputConnections() `void ConnectionManager::setMinInputConnections (`
 `unsigned int _minInputConnections)`

6.21.3.18 setMinOutputConnections() `void ConnectionManager::setMinOutputConnections (`
 `unsigned int _minOutputConnections)`

6.21.3.19 size() `unsigned int ConnectionManager::size ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESys/Genesys-↔ Simulator/source/kernel/simulator/ConnectionManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESys/Genesys-↔ Simulator/source/kernel/simulator/ConnectionManager.cpp`

6.22 yy::genesyspp_parser::context Class Reference

Public Member Functions

- `context` (const [genesyspp_parser](#) &yyparser, const [symbol_type](#) &yyla)
- const [symbol_type](#) & `lookahead` () const [YY_NOEXCEPT](#)
- [symbol_kind_type](#) `token` () const [YY_NOEXCEPT](#)
- const [location_type](#) & `location` () const [YY_NOEXCEPT](#)
- int `expected_tokens` ([symbol_kind_type](#) yyarg[], int yyargn) const

6.22.1 Constructor & Destructor Documentation

6.22.1.1 context() `yy::genesyspp_parser::context::context (`
 const [genesyspp_parser](#) & *yyparser*,
 const [symbol_type](#) & *yyla*)

6.22.2 Member Function Documentation

6.22.2.1 expected_tokens() `int yy::genesyspp_parser::context::expected_tokens (`
 [symbol_kind_type](#) *yyarg*[],
 int *yyargn*) const

Put in YYARG at most YYARGN of the expected tokens, and return the number of tokens stored in YYARG. If YYARG is null, return the number of expected tokens (guaranteed to be less than YYNTOKENS).

6.22.2.2 location() `const location_type& yy::genesyspp_parser::context::location () const`

6.22.2.3 lookahead() `const symbol_type& yy::genesyspp_parser::context::lookahead () const`

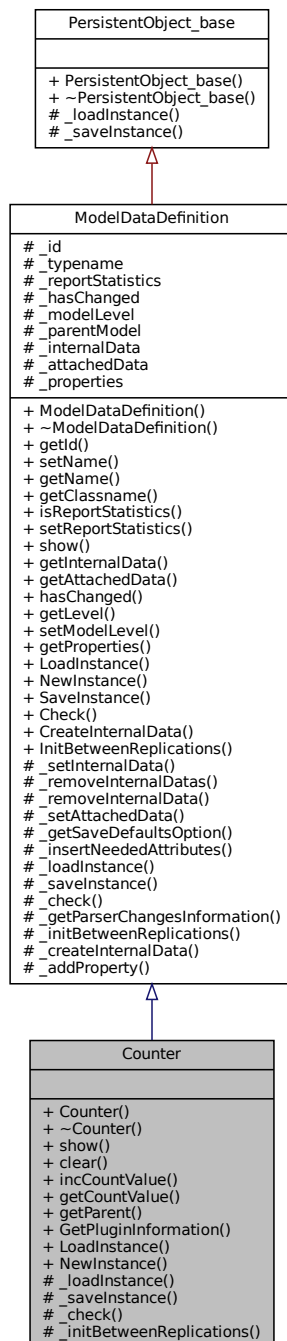
6.22.2.4 token() `symbol_kind_type yy::genesyspp_parser::context::token () const`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/parser/[GenesysParser.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/parser/[GenesysParser.cpp](#)

6.23 Counter Class Reference

Inheritance diagram for Counter:



Public Member Functions

- **Counter** (**Model** *model, std::string name="", **ModelDataDefinition** *parent=nullptr)
- virtual **~Counter** ()=default
- virtual std::string **show** ()

- void `clear` ()
- void `incCountValue` (double value=1.0)
- double `getCountValue` () const
- `ModelDataDefinition` * `getParent` () const

Static Public Member Functions

- static `PluginInformation` * `GetPluginInformation` ()
- static `ModelDataDefinition` * `LoadInstance` (`Model` *model, std::map< std::string, std::string > *fields)
- static `ModelDataDefinition` * `NewInstance` (`Model` *model, std::string name="")

Protected Member Functions

- virtual bool `_loadInstance` (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * `_saveInstance` (bool saveDefaultValues)
- virtual bool `_check` (std::string *errorMessage)
- virtual void `_initBetweenReplications` ()

Additional Inherited Members

6.23.1 Detailed Description

The `Counter` modeldatum is used to count events, and its internal count value is added by a configurable amount, usually incremented by one.

6.23.2 Constructor & Destructor Documentation

6.23.2.1 Counter() `Counter::Counter (`
`Model * model,`
`std::string name = "",`
`ModelDataDefinition * parent = nullptr)`

6.23.2.2 ~Counter() `virtual Counter::~~Counter () [virtual], [default]`

6.23.3 Member Function Documentation

6.23.3.1 _check() `bool Counter::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from `ModelDataDefinition`.

6.23.3.2 _initBetweenReplications() `void Counter::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.23.3.3 _loadInstance() `bool Counter::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.23.3.4 _saveInstance() `std::map< std::string, std::string > * Counter::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.23.3.5 clear() `void Counter::clear ()`

6.23.3.6 getCountValue() `double Counter::getCountValue () const`

6.23.3.7 getParent() `ModelDataDefinition * Counter::getParent () const`

6.23.3.8 GetPluginInformation() `PluginInformation * Counter::GetPluginInformation () [static]`

6.23.3.9 incCountValue() `void Counter::incCountValue (double value = 1.0)`

6.23.3.10 LoadInstance() `ModelDataDefinition * Counter::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.23.3.11 NewInstance() [ModelDataDefinition](#) * Counter::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.23.3.12 show() std::string Counter::show () [virtual]

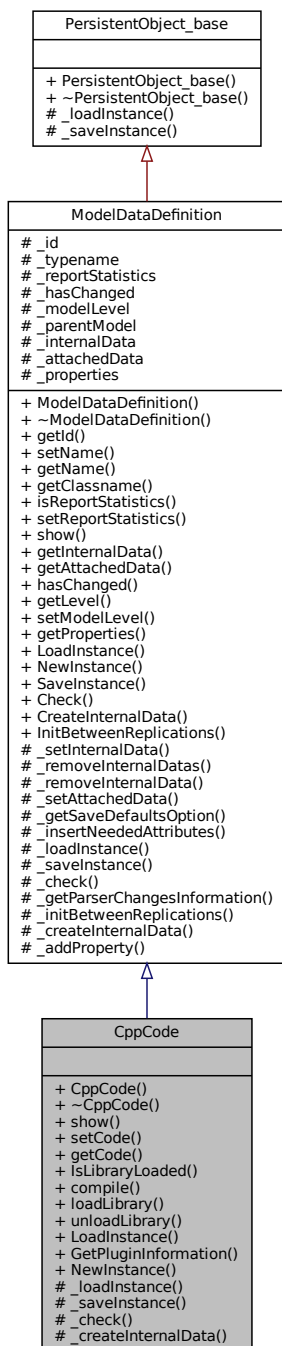
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Counter.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Counter.cpp](#)

6.24 CppCode Class Reference

Inheritance diagram for CppCode:



Classes

- class [CodeResult](#)

Public Member Functions

- [CppCode](#) ([Model](#) *model, std::string name="")
- virtual [~CppCode](#) ()=default
- virtual std::string [show](#) ()
- void [setCode](#) (std::string _code)
- std::string [getCode](#) () const
- bool [IsLibraryLoaded](#) () const
- [CodeResult](#) [compile](#) ()
- [CodeResult](#) [loadLibrary](#) ()
- [CodeResult](#) [unloadLibrary](#) ()

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members**6.24.1 Constructor & Destructor Documentation**

6.24.1.1 CppCode() `CppCode::CppCode (`
 [Model](#) * model,
 std::string name = "")

6.24.1.2 ~CppCode() `virtual CppCode::~~CppCode () [virtual], [default]`

6.24.2 Member Function Documentation

6.24.2.1 _check() `bool CppCode::_check (`
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.24.2.2 `_createInternalData()` `void CppCode::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.24.2.3 `_loadInstance()` `bool CppCode::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.24.2.4 `_saveInstance()` `std::map< std::string, std::string > * CppCode::_saveInstance (
bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.24.2.5 `compile()` `CppCode::CodeResult CppCode::compile ()`

6.24.2.6 `getCode()` `std::string CppCode::getCode () const`

6.24.2.7 `GetPluginInformation()` `PluginInformation * CppCode::GetPluginInformation () [static]`

6.24.2.8 `IsLibraryLoaded()` `bool CppCode::IsLibraryLoaded () const`

6.24.2.9 `LoadInstance()` `ModelDataDefinition * CppCode::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.24.2.10 loadLibrary() `CppCode::CodeResult CppCode::loadLibrary ()`

6.24.2.11 NewInstance() `ModelDataDefinition * CppCode::NewInstance (
Model * model,
std::string name = "") [static]`

6.24.2.12 setCode() `void CppCode::setCode (
std::string _code)`

6.24.2.13 show() `std::string CppCode::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

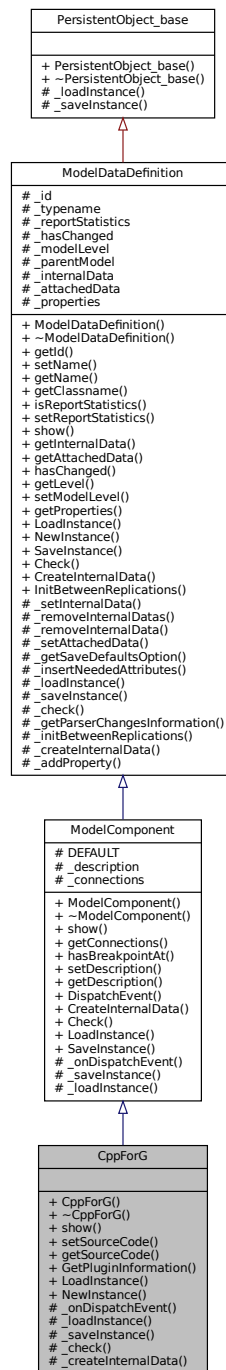
6.24.2.14 unloadLibrary() `CppCode::CodeResult CppCode::unloadLibrary ()`

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/CppCode.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/CppCode.cpp](#)

6.25 CppForG Class Reference

Inheritance diagram for CppForG:



Public Member Functions

- **CppForG** (**Model** *model, std::string name="")
- virtual **~CppForG** ()=default
- virtual std::string **show** ()
- void **setSourceCode** (std::string _sourceCode)
- std::string **getSourceCode** () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.25.1 Detailed Description

This component ...

6.25.2 Constructor & Destructor Documentation

6.25.2.1 CppForG() `CppForG::CppForG (`
 [Model](#) * *model*,
 std::string *name* = "")

6.25.2.2 ~CppForG() `virtual CppForG::~~CppForG () [virtual], [default]`

6.25.3 Member Function Documentation

6.25.3.1 _check() `bool CppForG::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.25.3.2 _createInternalData() `void CppForG::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.25.3.3 _loadInstance() `bool CppForG::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.25.3.4 _onDispatchEvent() `void CppForG::_onDispatchEvent (
Entity * entity,
unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.25.3.5 _saveInstance() `std::map< std::string, std::string > * CppForG::_saveInstance (
bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.25.3.6 GetPluginInformation() `PluginInformation * CppForG::GetPluginInformation () [static]`

6.25.3.7 getSourceCode() `std::string CppForG::getSourceCode () const`

6.25.3.8 LoadInstance() `ModelComponent * CppForG::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.25.3.9 NewInstance() [ModelDataDefinition](#) * CppForG::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.25.3.10 setSourceCode() void CppForG::setSourceCode (
 std::string _sourceCode)

6.25.3.11 show() std::string CppForG::show () [virtual]

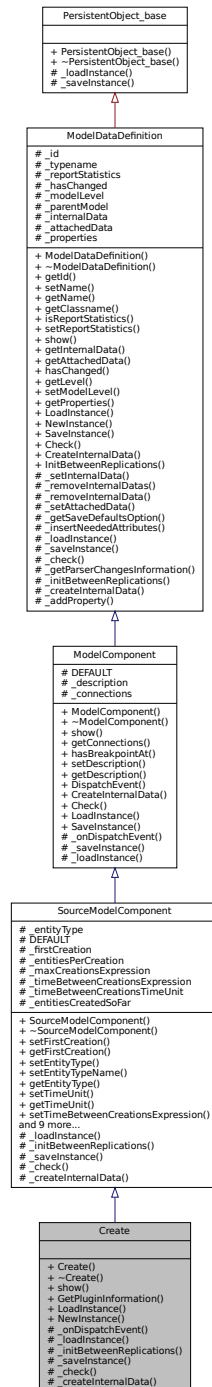
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[CppForG.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[CppForG.cpp](#)

6.26 Create Class Reference

Inheritance diagram for Create:



Public Member Functions

- **Create** (**Model** *model, std::string name="")
- virtual **~Create** ()=default
- virtual std::string **show** ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual void [_initBetweenReplications](#) ()
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.26.1 Detailed Description

[Create](#) is the most basic component to include the first entities into the model, and therefore is a source component (derived from [SourceModelComponent](#)) [Create](#) module DESCRIPTION This module is intended as the starting point for entities in a simulation model. Entities are created using a schedule or based on a time between arrivals. Entities then leave the module to begin processing through the system. The entity type is specified in this module. TYPICAL USES The start of a part's production in a manufacturing line A document's arrival (for example, order, check, application) into a business process A customer's arrival at a service process (for example, retail store, restaurant, information desk) PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. [Entity](#) Type Name of the entity type to be generated. Type Type of arrival stream to be generated. Types include Random (uses an exponential distribution, user specifies mean), [Schedule](#) (uses an exponential distribution, mean determined from the specified [Schedule](#) module), Constant (user specifies constant value; for example, 100), or Expression (drop-down list of various distributions). Value Determines the mean of the exponential distribution (if Random is used) or the constant value (if Constant is used) for the time between arrivals. Applies only when Type is Random or Constant. [Schedule](#) Name Identifies the name of the schedule to be used. The schedule defines the arrival pattern for entities arriving to the system. Applies only when Type is [Schedule](#). Expression Any distribution or value specifying the time between arrivals. Applies only when Type is Expression. Units Time units used for interarrival and first creation times. Does not apply when Type is [Schedule](#). Entities per Arrival Number of entities that will enter the system at a given time with each arrival. Max Arrivals Maximum number of entities that this module will generate. When this value is reached, the creation of new entities by this module ceases. First Creation Starting time for the first entity to arrive into the system. Does not apply when Type is [Schedule](#).

6.26.2 Constructor & Destructor Documentation

6.26.2.1 Create() `Create::Create (
Model * model,
std::string name = "")`

6.26.2.2 ~Create() `virtual Create::~~Create () [virtual], [default]`

6.26.3 Member Function Documentation

6.26.3.1 `_check()` `bool Create::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [SourceModelComponent](#).

6.26.3.2 `_createInternalData()` `void Create::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [SourceModelComponent](#).

6.26.3.3 `_initBetweenReplications()` `void Create::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [SourceModelComponent](#).

6.26.3.4 `_loadInstance()` `bool Create::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [SourceModelComponent](#).

6.26.3.5 `_onDispatchEvent()` `void Create::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.26.3.6 `_saveInstance()` `std::map< std::string, std::string > * Create::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [SourceModelComponent](#).

6.26.3.7 GetPluginInformation() `PluginInformation * Create::GetPluginInformation () [static]`

6.26.3.8 LoadInstance() `ModelComponent * Create::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.26.3.9 NewInstance() `ModelDataDefinition * Create::NewInstance (
Model * model,
std::string name = "") [static]`

6.26.3.10 show() `std::string Create::show () [virtual]`

Reimplemented from [SourceModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Create.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Create.cpp](#)

6.27 DataAnalyser_if Class Reference

Public Member Functions

- virtual bool [loadDataSet](#) (std::string datafilename)=0
- virtual bool [saveDataSet](#) (std::string datasetname)=0
- virtual void [newDataSet](#) (std::string datasetname, std::string datafilename)=0
- virtual [Fitter_if](#) * [fitter](#) ()=0
- virtual [Sampler_if](#) * [sampler](#) ()=0
- virtual [ExperimentManager_if](#) * [experimenter](#) ()=0
- virtual [HypothesisTester_if](#) * [tester](#) ()=0

6.27.1 Member Function Documentation

6.27.1.1 experimenter() `virtual ExperimentManager_if* DataAnalyser_if::experimenter () [pure virtual]`

6.27.1.2 fitter() virtual [Fitter_if](#)* DataAnalyser_if::fitter () [pure virtual]

6.27.1.3 loadDataSet() virtual bool DataAnalyser_if::loadDataSet (
std::string *datafilename*) [pure virtual]

6.27.1.4 newDataSet() virtual void DataAnalyser_if::newDataSet (
std::string *datasetname*,
std::string *datafilename*) [pure virtual]

6.27.1.5 sampler() virtual [Sampler_if](#)* DataAnalyser_if::sampler () [pure virtual]

6.27.1.6 saveDataSet() virtual bool DataAnalyser_if::saveDataSet (
std::string *datasetname*) [pure virtual]

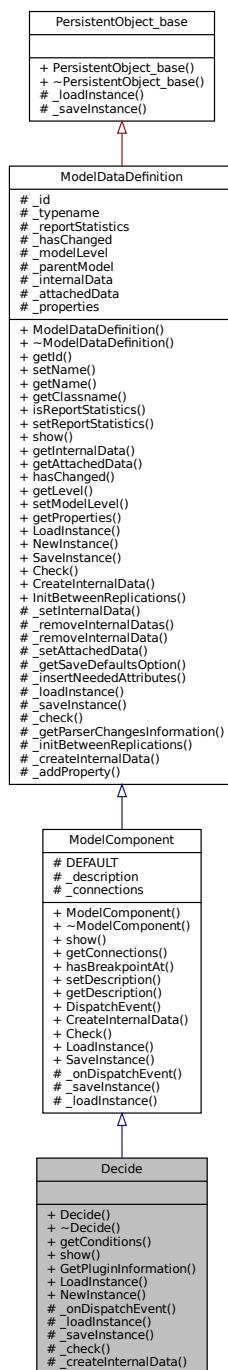
6.27.1.7 tester() virtual [HypothesisTester_if](#)* DataAnalyser_if::tester () [pure virtual]

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/tools/[DataAnalyser_if.h](#)

6.28 Decide Class Reference

Inheritance diagram for Decide:



Public Member Functions

- `Decide (Model *model, std::string name="")`
- virtual `~Decide ()`=default
- `List< std::string > * getConditions ()` const
- virtual `std::string show ()`

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.28.1 Detailed Description

[Decide](#) module DESCRIPTION This module allows for decision-making processes in the system. It includes options to make decisions based on one or more conditions (for example, if entity type is Gold Card) or based on one or more probabilities (for example, 75%, true; 25%, false). Conditions can be based on attribute values (for example, Priority), variable values (for example, Number Denied), the entity type, or an expression (for example, NQ(ProcessA.Queue)). There are two exit points out of the [Decide](#) module when its specified type is either 2-way by Chance or 2-way by Condition. There is one exit point for “true” entities and one for “false” entities. When the N-way by Chance or by Condition type is specified, multiple exit points are shown for each condition or probability and a single “else” exit. The number of entities that exit from each type (true/false) is displayed for 2-way by Chance or by Condition modules only. TYPICAL USES Dispatching a faulty part for rework Branching accepted vs. rejected checks Sending priority customers to a dedicated process Prompt Description Name Unique module identifier displayed on the module shape. Type Indicates whether the decision is based on a condition (if X>Y) or by chance/percentage (for example, 60%, yes; 40%, no). The type can be specified as either 2-way or N-way. 2-way allows for one condition or probability (plus the “false” exit). N-way allows for any number of conditions or probabilities to be specified as well as an “else” exit. Conditions Defines one or more conditions used to direct entities to different modules. Applies only when Type is N-way by Condition. Percentages Defines one or more percentages used to direct entities to different modules. Applies only when Type is N-way by Chance. Percent True Value that will be checked to determine the percentage of entities sent out a given True exit. If Types of conditions that are available for evaluation: [Variable](#), [Variable](#) Array (1D), [Variable](#) Array (2D), [Attribute](#), [Entity](#) Type, Expression. Named Specifies the name of the variable, attribute, or entity type that will be evaluated when an entity enters the module. Does not apply when Type is Expression. Is Evaluator for the condition. Applies only to [Attribute](#) and [Variable](#) conditions. Row Specifies the row index for a variable array. Applies only when Type is N-way by Condition or 2-way by Condition and [Variable](#) is Array 1-D or Array 2-D. Column Specifies the column index for a variable array. Applies only when Type is N-way by Condition or 2-way by Condition and [Variable](#) is Array 1-D or Array 2-D. Value Expression that will be either compared to an attribute or variable or that will be evaluated as a single expression to determine if it is true or false. Does not apply to [Entity](#) Type condition. If Type is Expression, this value must also include the evaluator (for example, Color<>Red).

6.28.2 Constructor & Destructor Documentation

6.28.2.1 Decide() `Decide::Decide (`
 [Model](#) * model,
 std::string name = "")

6.28.2.2 `~Decide()` `virtual Decide::~~Decide () [virtual], [default]`

6.28.3 Member Function Documentation

6.28.3.1 `_check()` `bool Decide::_check (std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.28.3.2 `_createInternalData()` `void Decide::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.28.3.3 `_loadInstance()` `bool Decide::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.28.3.4 `_onDispatchEvent()` `void Decide::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.28.3.5 `_saveInstance()` `std::map< std::string, std::string > * Decide::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.28.3.6 `getConditions()` `List< std::string > * Decide::getConditions () const`

6.28.3.7 GetPluginInformation() [PluginInformation](#) * Decide::GetPluginInformation () [static]

6.28.3.8 LoadInstance() [ModelComponent](#) * Decide::LoadInstance (
 [Model](#) * model,
 std::map< std::string, std::string > * fields) [static]

6.28.3.9 NewInstance() [ModelDataDefinition](#) * Decide::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.28.3.10 show() std::string Decide::show () [virtual]

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/plugins/components/[Decide.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/plugins/components/[Decide.cpp](#)

6.29 Delay::DEFAULT_VALUES Struct Reference

Public Attributes

- const std::string [delayExpression](#) = "1.0"
- const [Util::TimeUnit](#) [delayTimeUnit](#) = [Util::TimeUnit::second](#)

6.29.1 Member Data Documentation

6.29.1.1 delayExpression const std::string Delay::DEFAULT_VALUES::delayExpression = "1.0"

6.29.1.2 delayTimeUnit const [Util::TimeUnit](#) Delay::DEFAULT_VALUES::delayTimeUnit = [Util::TimeUnit::second](#)

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/plugins/components/[Delay.h](#)

6.30 ModelComponent::DEFAULT_VALUES Struct Reference

Public Attributes

- unsigned int [nextSize](#) = 1
- unsigned int [nextInputNumber](#) = 0
- std::string [description](#) = ""

6.30.1 Member Data Documentation

6.30.1.1 description `std::string ModelComponent::DEFAULT_VALUES::description = ""`

6.30.1.2 nextInputNumber `unsigned int ModelComponent::DEFAULT_VALUES::nextInputNumber = 0`

6.30.1.3 nextSize `unsigned int ModelComponent::DEFAULT_VALUES::nextSize = 1`

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelComponent.h](#)

6.31 Seize::DEFAULT_VALUES Struct Reference

Public Attributes

- const unsigned int [allocationType](#) = 0
- const unsigned short [priority](#) = 0
- const unsigned int [seizeRequestSize](#) = 1
- const std::string [saveAttribute](#) = ""

6.31.1 Member Data Documentation

6.31.1.1 allocationType `const unsigned int Seize::DEFAULT_VALUES::allocationType = 0`

6.31.1.2 priority `const unsigned short Seize::DEFAULT_VALUES::priority = 0`

6.31.1.3 saveAttribute `const std::string Seize::DEFAULT_VALUES::saveAttribute = ""`

6.31.1.4 seizeRequestSize `const unsigned int Seize::DEFAULT_VALUES::seizeRequestSize = 1`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seize.h`

6.32 SourceModelComponent::DEFAULT_VALUES Struct Reference

Public Attributes

- `const double firstCreation = 0.0`
- `const unsigned int entitiesPerCreation = 1`
- `const std::string maxCreationsExpression = std::to_string(std::numeric_limits<unsigned int>::max())`
- `const std::string timeBetweenCreationsExpression = "EXPO(1.0)"`
- `const Util::TimeUnit timeBetweenCreationsTimeUnit = Util::TimeUnit::second`
- `const std::string entityTypename = "entitytype"`

6.32.1 Member Data Documentation

6.32.1.1 entitiesPerCreation `const unsigned int SourceModelComponent::DEFAULT_VALUES::entitiesPerCreation = 1`

6.32.1.2 entityTypename `const std::string SourceModelComponent::DEFAULT_VALUES::entityTypename = "entitytype"`

6.32.1.3 firstCreation `const double SourceModelComponent::DEFAULT_VALUES::firstCreation = 0.0`

6.32.1.4 maxCreationsExpression `const std::string SourceModelComponent::DEFAULT_VALUES::maxCreationsExpression = std::to_string(std::numeric_limits<unsigned int>::max())`

6.32.1.5 timeBetweenCreationsExpression `const std::string SourceModelComponent::DEFAULT_↵
VALUES::timeBetweenCreationsExpression = "EXPO(1.0) "`

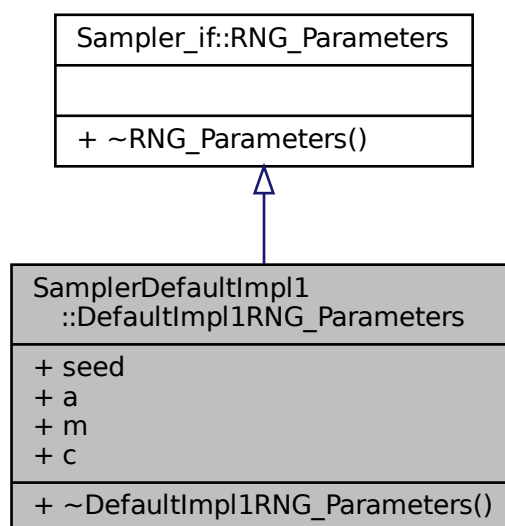
6.32.1.6 timeBetweenCreationsTimeUnit `const Util::TimeUnit SourceModelComponent::DEFAULT_↵
VALUES::timeBetweenCreationsTimeUnit = Util::TimeUnit::second`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/kernel/simulator/SourceModelComponent.h`

6.33 SamplerDefaultImpl1::DefaultImpl1RNG_Parameters Struct Reference

Inheritance diagram for SamplerDefaultImpl1::DefaultImpl1RNG_Parameters:



Public Member Functions

- `~DefaultImpl1RNG_Parameters()`=default

Public Attributes

- `uint32_t seed` = 16021974
- `uint32_t a` = 279470273u
- `uint32_t m` = 0xfffffff
- `uint32_t c` = 0

6.33.1 Constructor & Destructor Documentation

6.33.1.1 `~DefaultImpl1RNG_Parameters()` `SamplerDefaultImpl1::DefaultImpl1RNG_Parameters::~~DefaultImpl1RNG_Parameters () [default]`

6.33.2 Member Data Documentation

6.33.2.1 **a** `uint32_t SamplerDefaultImpl1::DefaultImpl1RNG_Parameters::a = 279470273u`

6.33.2.2 **c** `uint32_t SamplerDefaultImpl1::DefaultImpl1RNG_Parameters::c = 0`

6.33.2.3 **m** `uint32_t SamplerDefaultImpl1::DefaultImpl1RNG_Parameters::m = 0xffffffffb`

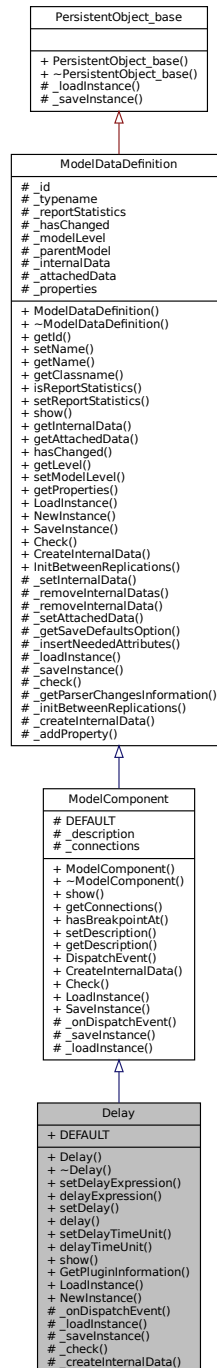
6.33.2.4 **seed** `uint32_t SamplerDefaultImpl1::DefaultImpl1RNG_Parameters::seed = 16021974`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESys/Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.h`

6.34 Delay Class Reference

Inheritance diagram for Delay:



Classes

- struct [DEFAULT_VALUES](#)

Public Member Functions

- [Delay](#) ([Model](#) *model, std::string name="")
- virtual [~Delay](#) ()=default
- void [setDelayExpression](#) (std::string _delayExpression)
- std::string [delayExpression](#) () const
- void [setDelay](#) (double [delay](#))
- double [delay](#) () const
- void [setDelayTimeUnit](#) ([Util::TimeUnit](#) _delayTimeUnit)
- [Util::TimeUnit](#) [delayTimeUnit](#) () const
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Public Attributes

- const struct [Delay::DEFAULT_VALUES](#) [DEFAULT](#)

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.34.1 Detailed Description

[Delay](#) module DESCRIPTION The [Delay](#) module delays an entity by a specified amount of time. When an entity arrives at a [Delay](#) module, the time delay expression is evaluated and the entity remains in the module for the resulting time period. The time is then allocated to the entity's value-added, non-value added, transfer, wait, or other time. Associated costs are calculated and allocated as well. TYPICAL USES Processing a check at a bank Performing a setup on a machine Transferring a document to another department PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Allocation Type of category to which the entity's incurred delay time and cost will be added. [Delay](#) Time Determines the value of the delay for the entity. Units Time units used for the delay time.

6.34.2 Constructor & Destructor Documentation

6.34.2.1 Delay() `Delay::Delay (`
 `Model * model,`
 `std::string name = "")`

6.34.2.2 ~Delay() `virtual Delay::~Delay () [virtual], [default]`

6.34.3 Member Function Documentation

6.34.3.1 _check() `bool Delay::_check (`
 `std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.34.3.2 _createInternalData() `void Delay::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.34.3.3 _loadInstance() `bool Delay::_loadInstance (`
 `std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.34.3.4 _onDispatchEvent() `void Delay::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.34.3.5 _saveInstance() `std::map< std::string, std::string > * Delay::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.34.3.6 delay() `double Delay::delay () const`

6.34.3.7 delayExpression() `std::string Delay::delayExpression () const`

6.34.3.8 delayTimeUnit() `Util::TimeUnit Delay::delayTimeUnit () const`

6.34.3.9 GetPluginInformation() `PluginInformation * Delay::GetPluginInformation () [static]`

6.34.3.10 LoadInstance() `ModelComponent * Delay::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.34.3.11 NewInstance() `ModelDataDefinition * Delay::NewInstance (
Model * model,
std::string name = "") [static]`

6.34.3.12 setDelay() `void Delay::setDelay (
double delay)`

6.34.3.13 setDelayExpression() `void Delay::setDelayExpression (
std::string _delayExpression)`

6.34.3.14 setDelayTimeUnit() `void Delay::setDelayTimeUnit (
Util::TimeUnit _delayTimeUnit)`

6.34.3.15 show() `std::string Delay::show () [virtual]`

Reimplemented from [ModelComponent](#).

6.34.4 Member Data Documentation

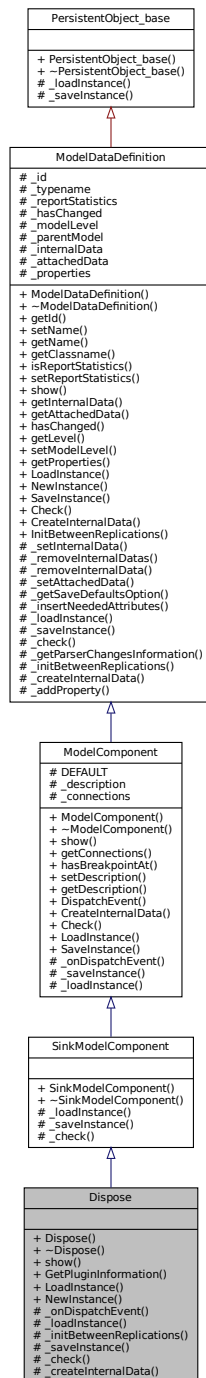
6.34.4.1 DEFAULT `const struct Delay::DEFAULT_VALUES Delay::DEFAULT`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Delay.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Delay.cpp`

6.35 Dispose Class Reference

Inheritance diagram for Dispose:



Public Member Functions

- [Dispose](#) (`Model *model`, `std::string name=""`)
- virtual `~Dispose` ()=default
- virtual `std::string show` ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual void [_initBetweenReplications](#) ()
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.35.1 Detailed Description

[Dispose](#) module DESCRIPTION This module is intended as the ending point for entities in a simulation model. [Entity](#) statistics may be recorded before the entity is disposed of. TYPICAL USES Parts leaving the modeled facility The termination of a business process Customers departing from the store Prompt Description Name Unique module identifier displayed on the module shape. [Record Entity](#) Statistics Determines whether or not the incoming entity's statistics will be recorded. Statistics include value-added time, non-value-added time, wait time, transfer time, other time, total time, value-added cost, non-value-added cost, wait cost, transfer cost, other cost, and total cost.

6.35.2 Constructor & Destructor Documentation

6.35.2.1 [Dispose\(\)](#) `Dispose::Dispose (
 Model * model,
 std::string name = "")`

6.35.2.2 [~Dispose\(\)](#) `virtual Dispose::~Dispose () [virtual], [default]`

6.35.3 Member Function Documentation

6.35.3.1 [_check\(\)](#) `bool Dispose::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [SinkModelComponent](#).

6.35.3.2 `_createInternalData()` `void Dispose::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.35.3.3 `_initBetweenReplications()` `void Dispose::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.35.3.4 `_loadInstance()` `bool Dispose::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [SinkModelComponent](#).

6.35.3.5 `_onDispatchEvent()` `void Dispose::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.35.3.6 `_saveInstance()` `std::map< std::string, std::string > * Dispose::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [SinkModelComponent](#).

6.35.3.7 `GetPluginInformation()` `PluginInformation * Dispose::GetPluginInformation () [static]`

6.35.3.8 `LoadInstance()` `ModelComponent * Dispose::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.35.3.9 NewInstance() [ModelDataDefinition](#) * Dispose::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.35.3.10 show() std::string Dispose::show () [virtual]

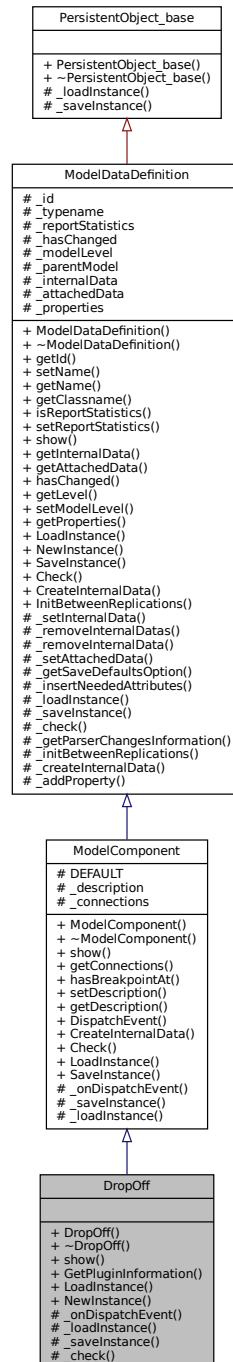
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[Dispose.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[Dispose.cpp](#)

6.36 DropOff Class Reference

Inheritance diagram for DropOff:



Public Member Functions

- [DropOff](#) ([Model](#) *model, std::string name="")
- virtual [~DropOff](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.36.1 Detailed Description

Dropoff module DESCRIPTION The Dropoff module removes a specified number of entities from the entity's group and sends them to another module, as specified by a graphical connection. Group user-defined attribute value and internal attributes may be given to the dropped-off entities based on a specified rule. TYPICAL USES Loading shelves with product Separating a form for use in various departments PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Quantity Number of entities that will be dropped off from an incoming representative grouped entity. Starting Rank Starting rank of the entities to be dropped off, based on the entities in the group. Member Attributes Method of determining how to assign the representative entity attribute values (other than costs/times) to the dropped-off original entities. [Attribute](#) Name Name of representative entity attribute(s) assigned to droppedoff original entities of the group

6.36.2 Constructor & Destructor Documentation

6.36.2.1 DropOff() `DropOff::DropOff (
 Model * model,
 std::string name = "")`

6.36.2.2 ~DropOff() `virtual DropOff::~~DropOff () [virtual], [default]`

6.36.3 Member Function Documentation

6.36.3.1 _check() `bool DropOff::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.36.3.2 `_loadInstance()` `bool DropOff::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.36.3.3 `_onDispatchEvent()` `void DropOff::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` `[protected], [virtual]`

Implements [ModelComponent](#).

6.36.3.4 `_saveInstance()` `std::map< std::string, std::string > * DropOff::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.36.3.5 `GetPluginInformation()` `PluginInformation * DropOff::GetPluginInformation ()` `[static]`

6.36.3.6 `LoadInstance()` `ModelComponent * DropOff::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.36.3.7 `NewInstance()` `ModelDataDefinition * DropOff::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.36.3.8 `show()` `std::string DropOff::show ()` `[virtual]`

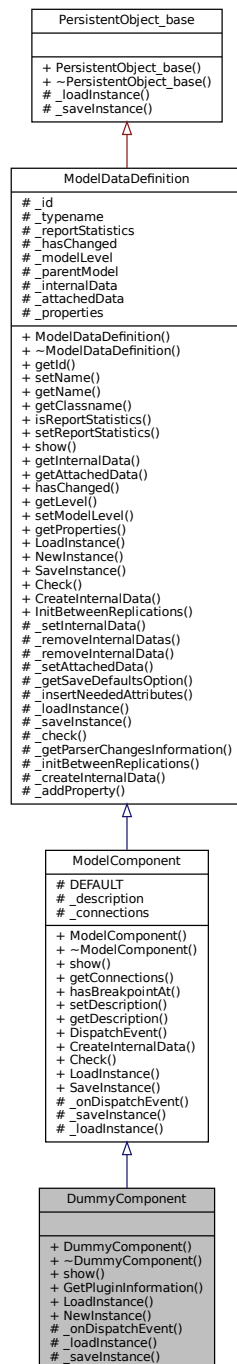
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/DropOff.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/DropOff.cpp`

6.37 DummyComponent Class Reference

Inheritance diagram for DummyComponent:



Public Member Functions

- [DummyComponent](#) ([Model](#) *model, std::string name="")
- virtual [~DummyComponent](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)

Additional Inherited Members

6.37.1 Detailed Description

This component ...

6.37.2 Constructor & Destructor Documentation

6.37.2.1 [DummyComponent\(\)](#) `DummyComponent::DummyComponent (
 Model * model,
 std::string name = "")`

6.37.2.2 [~DummyComponent\(\)](#) `virtual DummyComponent::~~DummyComponent () [virtual], [default]`

6.37.3 Member Function Documentation

6.37.3.1 [_loadInstance\(\)](#) `bool DummyComponent::_loadInstance (
 std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.37.3.2 [_onDispatchEvent\(\)](#) `void DummyComponent::_onDispatchEvent (
 Entity * entity,
 unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.37.3.3 _saveInstance() `std::map< std::string, std::string > * DummyComponent::_saveInstance`
(
 bool saveDefaultValues) [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.37.3.4 GetPluginInformation() `PluginInformation * DummyComponent::GetPluginInformation ()`
[static]

6.37.3.5 LoadInstance() `ModelComponent * DummyComponent::LoadInstance (`
 *Model * model*,
 *std::map< std::string, std::string > * fields*) [static]

6.37.3.6 NewInstance() `ModelDataDefinition * DummyComponent::NewInstance (`
 *Model * model*,
 std::string name = "") [static]

6.37.3.7 show() `std::string DummyComponent::show ()` [virtual]

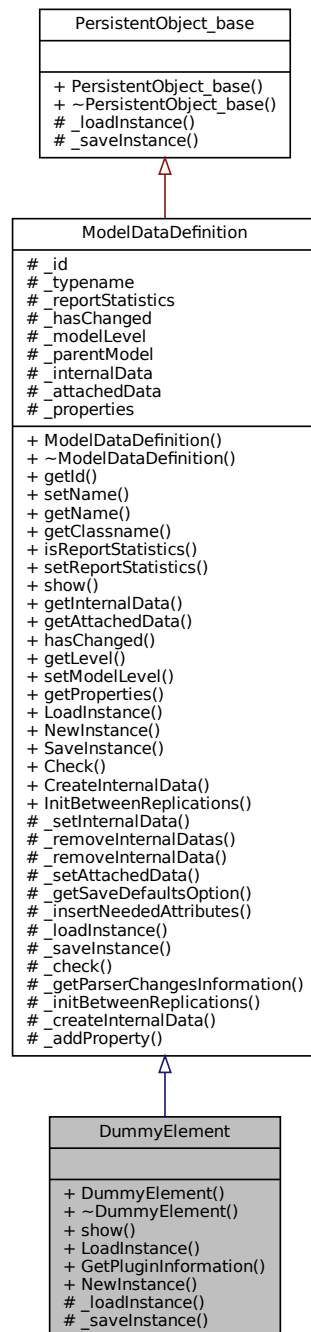
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/DummyComponent.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/DummyComponent.cpp](#)

6.38 DummyElement Class Reference

Inheritance diagram for DummyElement:



Public Member Functions

- `DummyElement (Model *model, std::string name="")`
- `virtual ~DummyElement ()=default`
- `virtual std::string show ()`

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)

Additional Inherited Members

6.38.1 Constructor & Destructor Documentation

6.38.1.1 DummyElement() `DummyElement::DummyElement (
Model * model,
std::string name = "")`

6.38.1.2 ~DummyElement() `virtual DummyElement::~~DummyElement () [virtual], [default]`

6.38.2 Member Function Documentation

6.38.2.1 _loadInstance() `bool DummyElement::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.38.2.2 _saveInstance() `std::map< std::string, std::string > * DummyElement::_saveInstance (
bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.38.2.3 GetPluginInformation() `PluginInformation * DummyElement::GetPluginInformation () [static]`

6.38.2.4 LoadInstance() [ModelDataDefinition](#) * DummyElement::LoadInstance (
 [Model](#) * model,
 std::map< std::string, std::string > * fields) [static]

6.38.2.5 NewInstance() [ModelDataDefinition](#) * DummyElement::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.38.2.6 show() std::string DummyElement::show () [virtual]

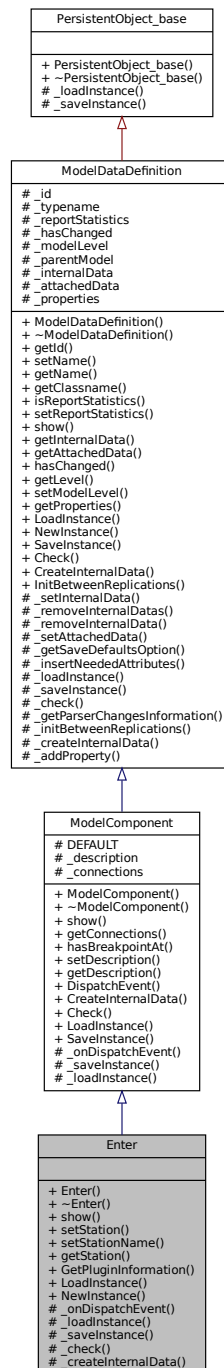
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[DummyElement.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[DummyElement.cpp](#)

6.39 Enter Class Reference

Inheritance diagram for Enter:



Public Member Functions

- `Enter (Model *model, std::string name="")`
- virtual `~Enter ()`=default
- virtual `std::string show ()`

- void `setStation` (`Station * _station`)
- void `setStationName` (`std::string stationName`)
- `Station * getStation` () const

Static Public Member Functions

- static `PluginInformation * GetPluginInformation` ()
- static `ModelComponent * LoadInstance` (`Model *model`, `std::map< std::string, std::string > *fields`)
- static `ModelDataDefinition * NewInstance` (`Model *model`, `std::string name=""`)

Protected Member Functions

- virtual void `_onDispatchEvent` (`Entity *entity`, unsigned int `inputNumber`)
- virtual bool `_loadInstance` (`std::map< std::string, std::string > *fields`)
- virtual `std::map< std::string, std::string > * _saveInstance` (bool `saveDefaultValues`)
- virtual bool `_check` (`std::string *errorMessage`)
- virtual void `_createInternalData` ()

Additional Inherited Members

6.39.1 Detailed Description

Enter module DESCRIPTION The **Enter** module defines a station (or a set of stations) corresponding to a physical or logical location where processing occurs. When an entity arrives at an **Enter** module, an unloading delay may occur and any transfer device used to transfer the entity to the **Enter** module's station may be released. The station (or each station within the defined set) has a matching Activity Area that is used to report all times and costs accrued by the entities in this station. This Activity Area's name is the same as the station. If a parent Activity Area is defined, then it also accrues any times and costs by the entities in this station. TYPICAL USES The start of a part's production in a series of parallel processes where the part's forklift needs to be released The start of a document's processing after the document has been created where the mail clerk resource needs to be released PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart **Station** Type Type of station, either a single **Station** or station **Set**. **Station** Name Name of the individual station. A given station can only exist once within a model. Parent Activity Area Name of the Activity Area's parent. Associated Intersection Name of the intersection associated with this station in a guided transporter network. Report Statistics Specifies whether or not statistics will automatically be collected and stored in the report database for this station and its corresponding activity area. **Set** Name Name of the station set. A given station set can only exist once within a model. Save **Attribute** Specifies the attribute to be used to store the index into the station set for an entity entering this module. **Set** Members This repeat group permits you to define the individual stations that are to be members of the specified station set. A station set must have at least one member station. Active when **Station** Type is **Set**. **Station** Name This field indicates the name of a station that is to be a member of this station set. A given station can only exist within a model once. Therefore, an individual station can only be the member of one station set, and that individual station may not be the name of a station in another module. Parent Activity Area Name of the Activity Area's parent for the station set member. Associated Intersection Name of the intersection associated with this station set in a guided transporter network. Report Statistics Specifies whether or not statistics will automatically be collected and stored in the report database for this station set member and its corresponding activity area. Allocation Type of category to which the entity's incurred delay time and cost will be added. **Delay** This field defines the delay that will be experienced by entities immediately upon arrival at the station. Units Time units used for the delay time. Transfer In If a resource, transporter, or conveyor was used to transfer the entity to this station, this can be used to release, free, or exit the device. If **Release Resource** is selected, the specified resource is released. If Free Transporter is selected, the specified transporter is freed. If **Exit Conveyor** is selected, the specified conveyor is exited. Transporter Name Name of the transporter to be freed upon arrival to the station. Active when Transfer Name is Free Transporter. Unit Number Unit number of the transporter if the transporter is multicapacity. Conveyor Name Name of the conveyor to exit upon arrival to the station. **Resource** Type Type

of allocation, either single [Resource](#) or resource [Set](#). [Resource](#) Name Name of the resource to release. Active when Transfer Name is [Release Resource](#). [Set](#) Name Name of the resource set from which the resource is to be released. [Release](#) Rule Determines which member of the set is to be released, either the Last Member Seized, First Member Seized, or Specific Member. [Set](#) Index Index into the set that determines which member of the set is to be released. [Attribute](#) Name Name of the attribute that determines the instance number of the resource to release. Expression Expression value that determines the instance number of the resource to release.

6.39.2 Constructor & Destructor Documentation

6.39.2.1 Enter() `Enter::Enter (
 Model * model,
 std::string name = "")`

6.39.2.2 ~Enter() `virtual Enter::~~Enter () [virtual], [default]`

6.39.3 Member Function Documentation

6.39.3.1 _check() `bool Enter::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.39.3.2 _createInternalData() `void Enter::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal [StatisticsCollectors](#), since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.39.3.3 _loadInstance() `bool Enter::_loadInstance (
 std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.39.3.4 `_onDispatchEvent()` `void Enter::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.39.3.5 `_saveInstance()` `std::map< std::string, std::string > * Enter::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.39.3.6 `GetPluginInformation()` `PluginInformation * Enter::GetPluginInformation () [static]`

6.39.3.7 `getStation()` `Station * Enter::getStation () const`

6.39.3.8 `LoadInstance()` `ModelComponent * Enter::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.39.3.9 `NewInstance()` `ModelDataDefinition * Enter::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.39.3.10 `setStation()` `void Enter::setStation (`
 `Station * _station)`

6.39.3.11 `setStationName()` `void Enter::setStationName (`
 `std::string stationName)`

6.39.3.12 show() `std::string Enter::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Enter.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Enter.cpp](#)

6.40 Entity Class Reference

Inheritance diagram for Entity:



Public Member Functions

- virtual std::string [show](#) ()
- void [setEntityTypeName](#) (std::string entityTypeName)
- std::string [getEntityTypeName](#) () const

- void [setEntityType](#) ([EntityType](#) *entityType)
- [EntityType](#) * [getEntityType](#) () const
- double [getAttributeValue](#) (std::string attributeName)
- double [getAttributeValue](#) (std::string index, std::string attributeName)
- double [getAttributeValue](#) ([Util::identification](#) attributeID)
- double [getAttributeValue](#) (std::string index, [Util::identification](#) attributeID)
- void [setAttributeValue](#) (std::string attributeName, double value)
- void [setAttributeValue](#) (std::string index, std::string attributeName, double value)
- void [setAttributeValue](#) ([Util::identification](#) attributeID, double value)
- void [setAttributeValue](#) (std::string index, [Util::identification](#) attributeID, double value)
- [Util::identification](#) [entityNumber](#) () const

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Friends

- class [Model](#)

Additional Inherited Members

6.40.1 Detailed Description

[Entity](#) module DESCRIPTION This data module defines the various entity types and their initial picture values in a simulation. Initial costing information and holding costs are also defined for the entity. TYPICAL USES Items being produced or assembled (parts, pallets) Documents (forms, e-mails, faxes, reports) People moving through a process (customers, callers) PROMPTS Prompt Description Name The unique name of the attribute being defined. Rows Number of rows in a one- or two-dimensional attribute. Columns Number of columns in a two-dimensional attribute. Data Type The data type of the values stored in the attribute. Valid types are Real and String. The default type is Real. Initial Values Lists the initial value or values of the attribute. You can assign new values to the attribute by using the [Assign](#) module. Initial Value [Entity](#) attribute value when entity is created and enters the system. Prompt Description [Entity](#) Type The name of the entity type being defined. This name must be unique. Initial Picture Graphical representation of the entity at the start of the simulation. This value can be changed during the simulation using the [Assign](#) module. Holding Cost/Hour Hourly cost of processing the entity through the system. This cost is incurred when the entity is anywhere in the system. Initial VA Cost Initial cost value that will be assigned to the value-added cost attribute of the entity. This attribute accrues the costs incurred when an entity is spending time in a value-added activity. Initial NVA Cost Initial cost value that will be assigned to the non-value-added cost attribute of the entity. This attribute accrues the costs incurred when an entity is spending time in a non-value-added activity. Initial [Waiting](#) Cost Initial cost value that will be assigned to the waiting-cost attribute of the entity. This attribute accrues the costs incurred when an entity is spending time in a wait activity; for example, waiting to be batched or waiting for resource(s) at a [Process](#) module. Initial Transfer Cost Initial cost value that will be assigned to the transfer cost attribute of the entity. This attribute accrues the costs incurred when an entity is spending time in a transfer activity. Initial Other Cost Initial cost value that will be assigned to the other cost attribute of the entity. This attribute accrues the costs incurred when an entity is spending time in another activity. Report Statistics Specifies whether or not statistics will be collected automatically and stored in the report database for this entity type.

6.40.2 Member Function Documentation

6.40.2.1 `_check()` `bool Entity::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.40.2.2 `_loadInstance()` `bool Entity::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.40.2.3 `_saveInstance()` `std::map< std::string, std::string > * Entity::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.40.2.4 `entityNumber()` `Util::identification Entity::entityNumber () const`

6.40.2.5 `getAttributeValue()` [1/4] `double Entity::getAttributeValue (`
`std::string attributeName)`

6.40.2.6 `getAttributeValue()` [2/4] `double Entity::getAttributeValue (`
`std::string index,`
`std::string attributeName)`

6.40.2.7 `getAttributeValue()` [3/4] `double Entity::getAttributeValue (`
`std::string index,`
`Util::identification attributeID)`

6.40.2.8 `getAttributeValue()` [4/4] `double Entity::getAttributeValue (`
`Util::identification attributeID)`

6.40.2.9 `getEntityType()` `EntityType * Entity::getEntityType () const`

6.40.2.10 `getEntityTypeName()` `std::string Entity::getEntityTypeName () const`

6.40.2.11 `setAttributeValue()` [1/4] `void Entity::setAttributeValue (`
 `std::string attributeName,`
 `double value)`

6.40.2.12 `setAttributeValue()` [2/4] `void Entity::setAttributeValue (`
 `std::string index,`
 `std::string attributeName,`
 `double value)`

6.40.2.13 `setAttributeValue()` [3/4] `void Entity::setAttributeValue (`
 `std::string index,`
 `Util::identification attributeID,`
 `double value)`

6.40.2.14 `setAttributeValue()` [4/4] `void Entity::setAttributeValue (`
 `Util::identification attributeID,`
 `double value)`

6.40.2.15 `setEntityType()` `void Entity::setEntityType (`
 `EntityType * entityType)`

6.40.2.16 `setEntityTypeName()` `void Entity::setEntityTypeName (`
 `std::string entityTypeName)`

6.40.2.17 `show()` `std::string Entity::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.40.3 Friends And Related Function Documentation

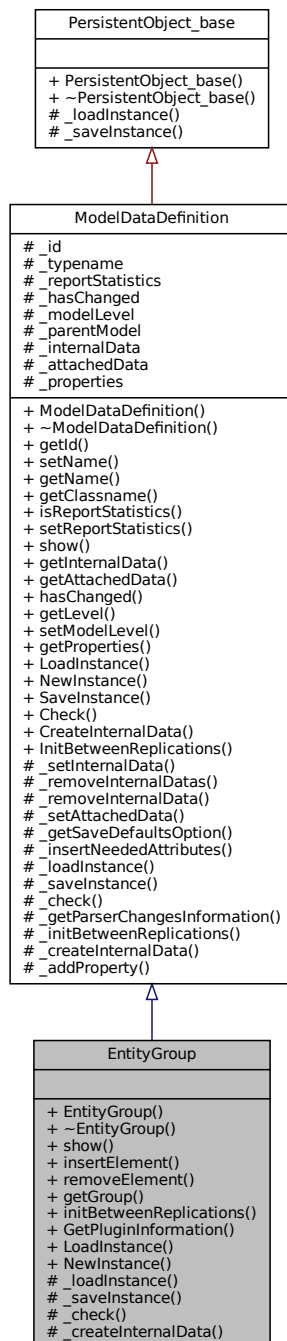
6.40.3.1 **Model** `friend class Model [friend]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Entity.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Entity.cpp`

6.41 EntityGroup Class Reference

Inheritance diagram for EntityGroup:



Public Member Functions

- [EntityGroup](#) ([Model](#) *model, std::string name="")
- virtual [~EntityGroup](#) ()
- virtual std::string [show](#) ()

- void [insertElement](#) (unsigned int idKey, [Entity](#) *modeldatum)
- void [removeElement](#) (unsigned int idKey, [Entity](#) *modeldatum)
- [List](#)< [Entity](#) * > * [getGroup](#) (unsigned int idKey)
- void [initBetweenReplications](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.41.1 Constructor & Destructor Documentation

6.41.1.1 EntityGroup() `EntityGroup::EntityGroup (
 Model * model,
 std::string name = "")`

6.41.1.2 ~EntityGroup() `EntityGroup::~~EntityGroup () [virtual]`

6.41.2 Member Function Documentation

6.41.2.1 _check() `bool EntityGroup::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.41.2.2 _createInternalData() `void EntityGroup::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the modeldatum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.41.2.3 _loadInstance() `bool EntityGroup::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.41.2.4 _saveInstance() `std::map< std::string, std::string > * EntityGroup::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.41.2.5 getGroup() `List< Entity * > * EntityGroup::getGroup (unsigned int idKey)`

6.41.2.6 GetPluginInformation() `PluginInformation * EntityGroup::GetPluginInformation () [static]`

6.41.2.7 initBetweenReplications() `void EntityGroup::initBetweenReplications ()`

6.41.2.8 insertElement() `void EntityGroup::insertElement (unsigned int idKey, Entity * modeldatum)`

6.41.2.9 LoadInstance() `ModelDataDefinition * EntityGroup::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.41.2.10 NewInstance() `ModelDataDefinition * EntityGroup::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.41.2.11 removeElement() `void EntityGroup::removeElement (`
`unsigned int idKey,`
`Entity * modeldatum)`

6.41.2.12 show() `std::string EntityGroup::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/EntityGroup.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/EntityGroup.cpp](#)

6.42 EntityType Class Reference

Inheritance diagram for EntityType:



Public Member Functions

- [EntityType](#) ([Model](#) *model, std::string name="")
- virtual [~EntityType](#) ()
- virtual std::string [show](#) ()

- void [setInitialWaitingCost](#) (double _initialWaitingCost)
- double [initialWaitingCost](#) () const
- void [setInitialOtherCost](#) (double _initialOtherCost)
- double [initialOtherCost](#) () const
- void [setInitialNVACost](#) (double _initialNVACost)
- double [initialNVACost](#) () const
- void [setInitialVACost](#) (double _initialVACost)
- double [initialVACost](#) () const
- void [setInitialPicture](#) (std::string _initialPicture)
- std::string [initialPicture](#) () const
- [StatisticsCollector](#) * [addGetStatisticsCollector](#) (std::string name)

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_initBetweenReplications](#) ()
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.42.1 Constructor & Destructor Documentation

6.42.1.1 [EntityType\(\)](#) `EntityType::EntityType (
 Model * model,
 std::string name = "")`

6.42.1.2 [~EntityType\(\)](#) `EntityType::~~EntityType () [virtual]`

6.42.2 Member Function Documentation

6.42.2.1 `_check()` `bool EntityType::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.42.2.2 `_createInternalData()` `void EntityType::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.42.2.3 `_initBetweenReplications()` `void EntityType::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.42.2.4 `_loadInstance()` `bool EntityType::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.42.2.5 `_saveInstance()` `std::map< std::string, std::string > * EntityType::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.42.2.6 `addGetStatisticsCollector()` `StatisticsCollector * EntityType::addGetStatisticsCollector`
`(`
`std::string name)`

6.42.2.7 `GetPluginInformation()` `PluginInformation * EntityType::GetPluginInformation () [static]`

6.42.2.8 initialNVACost() `double EntityType::initialNVACost () const`

6.42.2.9 initialOtherCost() `double EntityType::initialOtherCost () const`

6.42.2.10 initialPicture() `std::string EntityType::initialPicture () const`

6.42.2.11 initialVACost() `double EntityType::initialVACost () const`

6.42.2.12 initialWaitingCost() `double EntityType::initialWaitingCost () const`

6.42.2.13 LoadInstance() `ModelDataDefinition * EntityType::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.42.2.14 NewInstance() `ModelDataDefinition * EntityType::NewInstance (
Model * model,
std::string name = "") [static]`

6.42.2.15 setInitialNVACost() `void EntityType::setInitialNVACost (
double _initialNVACost)`

6.42.2.16 setInitialOtherCost() `void EntityType::setInitialOtherCost (
double _initialOtherCost)`

6.42.2.17 setInitialPicture() `void EntityType::setInitialPicture (
std::string _initialPicture)`

6.42.2.18 setInitialVACost() `void EntityType::setInitialVACost (double _initialVACost)`

6.42.2.19 setInitialWaitingCost() `void EntityType::setInitialWaitingCost (double _initialWaitingCost)`

6.42.2.20 show() `std::string EntityType::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/simulator/[EntityType.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/simulator/[EntityType.cpp](#)

6.43 Event Class Reference

Public Member Functions

- [Event](#) (double time, [Entity](#) *entity, [ModelComponent](#) *component, unsigned int componentInputNumber=0)
- [Event](#) (double time, [Entity](#) *entity, [Connection](#) *connection)
- virtual [~Event](#) ()=default
- double [getTime](#) () const
- [ModelComponent](#) * [getComponent](#) () const
- [Entity](#) * [getEntity](#) () const
- unsigned int [getComponentInputNumber](#) () const
- std::string [show](#) ()

6.43.1 Detailed Description

An instantaneous event, triggered at a certain moment by an entity upon reaching a component. The simulated time advances in discrete points in time and that are the instants that an event is triggered.

6.43.2 Constructor & Destructor Documentation

6.43.2.1 Event() [1/2] `Event::Event (double time, Entity * entity, ModelComponent * component, unsigned int componentInputNumber = 0)`

6.43.2.2 Event() [2/2] `Event::Event (`
 `double time,`
 `Entity * entity,`
 `Connection * connection)`

6.43.2.3 ~Event() `virtual Event::~~Event () [virtual], [default]`

6.43.3 Member Function Documentation

6.43.3.1 getComponent() `ModelComponent * Event::getComponent () const`

6.43.3.2 getComponentInputNumber() `unsigned int Event::getComponentInputNumber () const`

6.43.3.3 getEntity() `Entity * Event::getEntity () const`

6.43.3.4 getTime() `double Event::getTime () const`

6.43.3.5 show() `std::string Event::show ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Event.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Event.cpp`

6.44 Exact Class Reference

Public Member Functions

- [Exact](#) ()
- [Exact](#) (int num, int den=1)
- const [Exact](#) & [operator+](#) (const [Exact](#) &right)
- const [Exact](#) & [operator+=](#) (const [Exact](#) &right)
- const [Exact](#) & [operator-=](#) (const [Exact](#) &right)
- const [Exact](#) & [operator*=](#) (const [Exact](#) &right)
- const [Exact](#) & [operator/=](#) (const [Exact](#) &right)
- const [Exact](#) & [operator=](#) (const [Exact](#) &right)
- const [Exact](#) & [operator=](#) (const int &right)
- bool [operator==](#) (const [Exact](#) &right)
- bool [operator==](#) (const double &right)
- bool [operator<](#) (const [Exact](#) &right)
- bool [operator<](#) (const double &right)
- bool [operator<=](#) (const [Exact](#) &right)
- bool [operator<=](#) (const double &right)
- bool [operator>](#) (const [Exact](#) &right)
- bool [operator>](#) (const double &right)
- bool [operator>=](#) (const [Exact](#) &right)
- bool [operator>=](#) (const double &right)
- void [Simplify](#) ()
- double [toFloat](#) ()

6.44.1 Constructor & Destructor Documentation

6.44.1.1 [Exact\(\)](#) [1/2] `Exact::Exact ()`

6.44.1.2 [Exact\(\)](#) [2/2] `Exact::Exact (`
`int num,`
`int den = 1)`

6.44.2 Member Function Documentation

6.44.2.1 [operator*=\(\)](#) `const Exact& Exact::operator*= (`
`const Exact & right)`

6.44.2.2 operator+() `const Exact& Exact::operator+ (`
`const Exact & right)`

6.44.2.3 operator+=() `const Exact& Exact::operator+= (`
`const Exact & right)`

6.44.2.4 operator-=() `const Exact& Exact::operator-= (`
`const Exact & right)`

6.44.2.5 operator/=() `const Exact& Exact::operator/= (`
`const Exact & right)`

6.44.2.6 operator<() [1/2] `bool Exact::operator< (`
`const double & right)`

6.44.2.7 operator<() [2/2] `bool Exact::operator< (`
`const Exact & right)`

6.44.2.8 operator<=() [1/2] `bool Exact::operator<= (`
`const double & right)`

6.44.2.9 operator<=() [2/2] `bool Exact::operator<= (`
`const Exact & right)`

6.44.2.10 operator=() [1/2] `const Exact& Exact::operator= (`
`const Exact & right)`

6.44.2.11 operator=() [2/2] `const Exact& Exact::operator= (`
`const int & right)`

6.44.2.12 operator==() [1/2] bool Exact::operator==(
const double & *right*)

6.44.2.13 operator==() [2/2] bool Exact::operator==(
const [Exact](#) & *right*)

6.44.2.14 operator>() [1/2] bool Exact::operator> (
const double & *right*)

6.44.2.15 operator>() [2/2] bool Exact::operator> (
const [Exact](#) & *right*)

6.44.2.16 operator>=() [1/2] bool Exact::operator>= (
const double & *right*)

6.44.2.17 operator>=() [2/2] bool Exact::operator>= (
const [Exact](#) & *right*)

6.44.2.18 Simplify() void Exact::Simplify ()

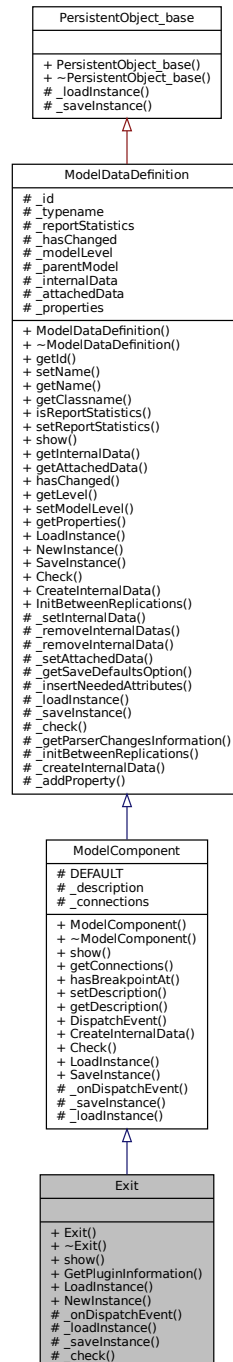
6.44.2.19 toFloat() double Exact::toFloat ()

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/util/[Exact.h](#)

6.45 Exit Class Reference

Inheritance diagram for Exit:



Public Member Functions

- [Exit](#) ([Model](#) *model, std::string name="")
- virtual [~Exit](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.45.1 Detailed Description

[Exit](#) module DESCRIPTION The [Exit](#) module releases the entity's cells on the specified conveyor. If another entity is waiting in queue for the conveyor at the same station when the cells are released, it will then access the conveyor. TYPICAL USES Cases exit a conveyor for packing Bad parts are removed from the conveyor and disposed Passengers remove luggage from the baggage claim conveyor PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Conveyor Name Name of the conveyor on which the entity will exit. If left blank, the previously accessed conveyor is assumed.

6.45.2 of Cells Number of contiguous conveyor cells the entity will relinquish.

6.45.3 Constructor & Destructor Documentation

6.45.3.1 Exit() `Exit::Exit (`
 [Model](#) * model,
 std::string name = "")

6.45.3.2 ~Exit() `virtual Exit::~Exit ()` [virtual], [default]

6.45.4 Member Function Documentation

6.45.4.1 _check() `bool Exit::_check (`
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.45.4.2 _loadInstance() `bool Exit::_loadInstance (`
`std::map< std::string, std::string > * fields)` [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.45.4.3 _onDispatchEvent() `void Exit::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` [protected], [virtual]

Implements [ModelComponent](#).

6.45.4.4 _saveInstance() `std::map< std::string, std::string > * Exit::_saveInstance (`
`bool saveDefaultValues)` [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.45.4.5 GetPluginInformation() `PluginInformation * Exit::GetPluginInformation ()` [static]

6.45.4.6 LoadInstance() `ModelComponent * Exit::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` [static]

6.45.4.7 NewInstance() `ModelDataDefinition * Exit::NewInstance (`
`Model * model,`
`std::string name = "")` [static]

6.45.4.8 show() `std::string Exit::show ()` [virtual]

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Exit.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Exit.cpp](#)

6.46 ExperimentManager Class Reference

Public Member Functions

- [ExperimentManager](#) ([Simulator](#) *simulator)
- [SimulationExperiment](#) * [newSimulationExperiment](#) ()
- void [insert](#) ([SimulationExperiment](#) *experiment)
- void [remove](#) ([SimulationExperiment](#) *experiment)
- void [setCurrent](#) ([SimulationExperiment](#) *experiment)
- bool [saveSimulationExperiment](#) (std::string filename)
- bool [loadSimulationExperiment](#) (std::string filename)
- unsigned int [size](#) ()
- [SimulationExperiment](#) * [front](#) ()
- [SimulationExperiment](#) * [current](#) ()
- [SimulationExperiment](#) * [next](#) ()
- [List](#)< [SimulationExperiment](#) * > * [getExperiments](#) () const

6.46.1 Constructor & Destructor Documentation

6.46.1.1 ExperimentManager() `ExperimentManager::ExperimentManager (
 Simulator * simulator)`

6.46.2 Member Function Documentation

6.46.2.1 current() `SimulationExperiment * ExperimentManager::current ()`

6.46.2.2 front() `SimulationExperiment * ExperimentManager::front ()`

6.46.2.3 getExperiments() `List< SimulationExperiment * > * ExperimentManager::getExperiments (
) const`

6.46.2.4 insert() `void ExperimentManager::insert (
 SimulationExperiment * experiment)`

6.46.2.5 loadSimulationExperiment() `bool ExperimentManager::loadSimulationExperiment (`
`std::string filename)`

6.46.2.6 newSimulationExperiment() `SimulationExperiment * ExperimentManager::newSimulationExperiment ()`

6.46.2.7 next() `SimulationExperiment * ExperimentManager::next ()`

6.46.2.8 remove() `void ExperimentManager::remove (`
`SimulationExperiment * experiment)`

6.46.2.9 saveSimulationExperiment() `bool ExperimentManager::saveSimulationExperiment (`
`std::string filename)`

6.46.2.10 setCurrent() `void ExperimentManager::setCurrent (`
`SimulationExperiment * experiment)`

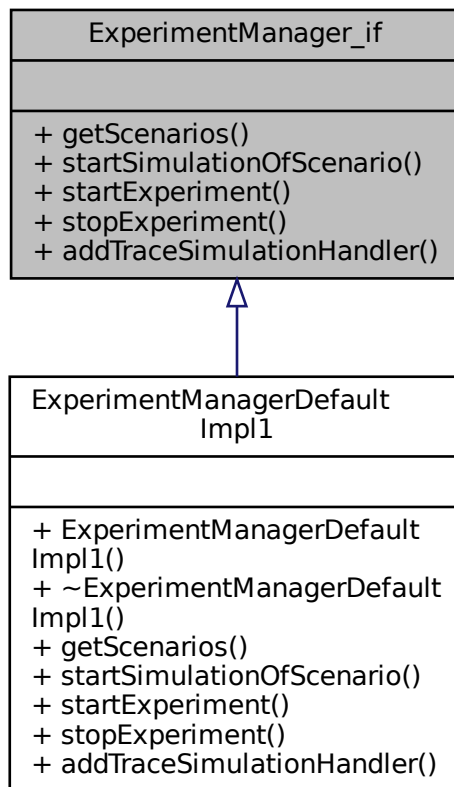
6.46.2.11 size() `unsigned int ExperimentManager::size ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ExperimentManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ExperimentManager.cpp`

6.47 ExperimentManager_if Class Reference

Inheritance diagram for ExperimentManager_if:



Public Member Functions

- virtual [List< SimulationScenario * > *getScenarios \(\)](#) const =0
- virtual void [startSimulationOfScenario \(SimulationScenario *scenario\)](#)=0
- virtual void [startExperiment \(\)](#)=0
- virtual void [stopExperiment \(\)](#)=0
- virtual void [addTraceSimulationHandler \(traceSimulationProcessListener traceSimulationProcessListener\)](#)=0

6.47.1 Detailed Description

The experiment manager allows to extract controls and responses from a model, include some of them as controls and responses for a set of scenarios to be simulated

6.47.2 Member Function Documentation

6.47.2.1 addTraceSimulationHandler() `virtual void ExperimentManager_if::addTraceSimulationHandler (
 traceSimulationProcessListener traceSimulationProcessListener) [pure virtual]`

Implemented in [ExperimentManagerDefaultImpl1](#).

6.47.2.2 getScenarios() `virtual List<SimulationScenario*>* ExperimentManager_if::getScenarios () const [pure virtual]`

Implemented in [ExperimentManagerDefaultImpl1](#).

6.47.2.3 startExperiment() `virtual void ExperimentManager_if::startExperiment () [pure virtual]`

Implemented in [ExperimentManagerDefaultImpl1](#).

6.47.2.4 startSimulationOfScenario() `virtual void ExperimentManager_if::startSimulationOfScenario (
 SimulationScenario * scenario) [pure virtual]`

Implemented in [ExperimentManagerDefaultImpl1](#).

6.47.2.5 stopExperiment() `virtual void ExperimentManager_if::stopExperiment () [pure virtual]`

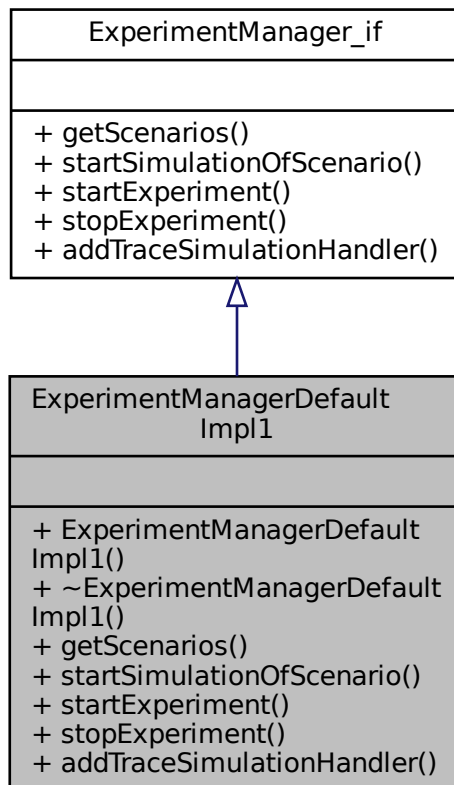
Implemented in [ExperimentManagerDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ExperimetManager_if.h`

6.48 ExperimentManagerDefaultImpl1 Class Reference

Inheritance diagram for ExperimentManagerDefaultImpl1:



Public Member Functions

- [ExperimentManagerDefaultImpl1](#) ()
- virtual [~ExperimentManagerDefaultImpl1](#) ()=default
- virtual [List< SimulationScenario * > * getScenarios](#) () const
- virtual void [startSimulationOfScenario](#) ([SimulationScenario *scenario](#))
- virtual void [startExperiment](#) ()
- virtual void [stopExperiment](#) ()
- virtual void [addTraceSimulationHandler](#) ([traceSimulationProcessListener traceSimulationProcessListener](#))

6.48.1 Constructor & Destructor Documentation

6.48.1.1 ExperimentManagerDefaultImpl1() `ExperimentManagerDefaultImpl1::ExperimentManagerDefaultImpl1 ()`

6.48.1.2 ~ExperimentManagerDefaultImpl1() virtual ExperimentManagerDefaultImpl1::~~ExperimentManagerDefaultImpl1 () [virtual], [default]

6.48.2 Member Function Documentation

6.48.2.1 addTraceSimulationHandler() void ExperimentManagerDefaultImpl1::addTraceSimulationHandler (
 [traceSimulationProcessListener](#) [traceSimulationProcessListener](#)) [virtual]

Implements [ExperimentManager_if](#).

6.48.2.2 getScenarios() List< [SimulationScenario](#) * > * ExperimentManagerDefaultImpl1::getScenarios () const [virtual]

Implements [ExperimentManager_if](#).

6.48.2.3 startExperiment() void ExperimentManagerDefaultImpl1::startExperiment () [virtual]

Implements [ExperimentManager_if](#).

6.48.2.4 startSimulationOfScenario() void ExperimentManagerDefaultImpl1::startSimulationOfScenario (
 [SimulationScenario](#) * [scenario](#)) [virtual]

Implements [ExperimentManager_if](#).

6.48.2.5 stopExperiment() void ExperimentManagerDefaultImpl1::stopExperiment () [virtual]

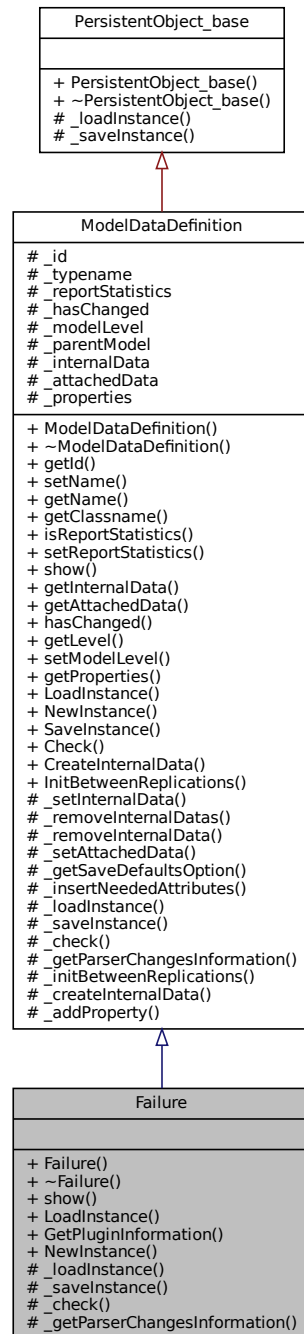
Implements [ExperimentManager_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ExperimentManagerDefaultImpl1.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ExperimentManagerDefaultImpl1.cpp](#)

6.49 Failure Class Reference

Inheritance diagram for Failure:



Public Member Functions

- [Failure](#) ([Model](#) *model, std::string name="")
- virtual [~Failure](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual [ParserChangesInformation](#) * [_getParserChangesInformation](#) ()

Additional Inherited Members

6.49.1 Detailed Description

[Failure](#) module DESCRIPTION The [Failure](#) module is designed for use with resources. When a failure occurs, the entire resource (regardless of its capacity) is failed. Failures are designed to be used with single-capacity resources or with multiple-capacity resources whose individual resource units all fail at the same time. TYPICAL USES Break-down information for a machine Cash register tape refill every “x” customers Random computer shutdowns or restarts PROMPTS Recordset Name of the recordset in the specified file from which to read values. This field is available only if you specify a [File](#) Name with a file access type, path, and recordset. Arena uses the Rows and Columns properties to determine the amount of data to read from the recordset. A recordset is required for all file types except .xml. The recordset size must be equal to or greater than the number of rows and columns specified for the expression. Expression Values Lists the value or values of the expression. This property is not available if you specify a [File](#) Name from which to read expression values. Expression Value Expression value associated with the expression name. Prompt Description Name The name of the failure associated with one or more resources. Type Determines if the failure is time-based or count-based. Count Defines the number of resource releases for count-based failures. Valid when the Type is Count. Up Time Defines the time between failures for time-based failures. Valid when the Type is Time. Up Time Units Time units for the time between failures (Up Time) for timebased failures. Down Time Defines the duration of the failure. Down Time Units Time units for the duration of the failure (Down Time). Uptime in this State only Defines the state that should be considered for the time between failures (only for time-based failures). If state is not specified, then all states are considered (that is, the time between failures does not depend on the time spent in a specific state, but rather on the total simulation time). For example, you might want to define a failure to be based only on the state Busy, and therefore, the time between downtimes would be based on the amount of time that a resource is busy, not simulated clock time.

6.49.2 Constructor & Destructor Documentation

6.49.2.1 Failure() `Failure::Failure (`
 [Model](#) * model,
 std::string name = "")

6.49.2.2 ~Failure() `virtual Failure::~Failure () [virtual], [default]`

6.49.3 Member Function Documentation

6.49.3.1 `_check()` `bool Failure::_check (std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.49.3.2 `_getParserChangesInformation()` `ParserChangesInformation * Failure::_getParserChangesInformation () [protected], [virtual]`

This method returns all changes in the parser that are needed by plugins of this ModelDats. When connecting a new plugin, [ParserChangesInformation](#) are used to change parser source code, which is after compiled and dinamically linked to to simulator kernel to reflect the changes

Reimplemented from [ModelDataDefinition](#).

6.49.3.3 `_loadInstance()` `bool Failure::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.49.3.4 `_saveInstance()` `std::map< std::string, std::string > * Failure::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.49.3.5 `GetPluginInformation()` `PluginInformation * Failure::GetPluginInformation () [static]`

6.49.3.6 `LoadInstance()` `ModelDataDefinition * Failure::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.49.3.7 `NewInstance()` `ModelDataDefinition * Failure::NewInstance (Model * model, std::string name = "") [static]`

6.49.3.8 show() `std::string Failure::show () [virtual]`

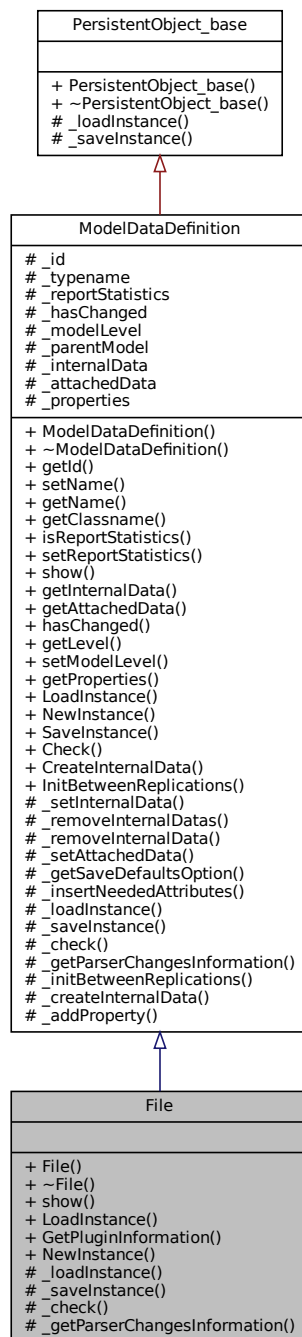
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Failure.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Failure.cpp`

6.50 File Class Reference

Inheritance diagram for File:



Public Member Functions

- [File](#) ([Model](#) *model, std::string name="")
- virtual [~File](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual [ParserChangesInformation](#) * [_getParserChangesInformation](#) ()

Additional Inherited Members

6.50.1 Detailed Description

[File](#) module DESCRIPTION Use the [File](#) module to access external files for the ReadWrite module, [Variable](#) module, and Expression module. The [File](#) module identifies the system file name and defines the access type and operational characteristics of the file. TYPICAL USES [File](#) containing predefined airline flight data [File](#) specifying customer order times and relevant information [File](#) to write user model configuration data from menu input PROMPTS Prompt Description Name The name of the file whose characteristics are being defined. This name must be unique. [Access](#) Type The file type. Operating System [File](#) Name Name of the actual file that is being read from or to which it is being written. Connecting String [Connection](#) string used to open ADO connection to the data source. Structure [File](#) structure, which can be unformatted, free format, or a specific C or FORTRAN format. End of [File](#) Action Type of action to occur if an end of file condition is reached. Initialize Option Action to be taken on file at beginning of each simulation replication. Comment Character Character indicating comment record. Recordset Name Name used to identify the recordset in the Expression, ReadWrite, and [Variable](#) modules. This name must be unique within the file. This field is available for Microsoft Excel, Microsoft Excel 2007, Microsoft [Access](#), Microsoft [Access](#) 2007, and ActiveX Data Objects files. CommandText Text of the command that will be used to open the recordset (for example, SQL statement, procedure name, table name.) This field is available for ActiveX Data Object files only. CommandType Type of command entered in the CommandText. Named Range The named range in the Excel workbook to which the recordset refers. Table Name The name of the table in the [Access](#) database to which the recordset refers.

6.50.2 Constructor & Destructor Documentation

6.50.2.1 [File](#)() [File](#)::[File](#) (
[Model](#) * model,
 std::string name = "")

6.50.2.2 [~File](#)() virtual [File](#)::[~File](#) () [virtual], [default]

6.50.3 Member Function Documentation

6.50.3.1 `_check()` `bool File::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.50.3.2 `_getParserChangesInformation()` `ParserChangesInformation * File::_getParserChanges↵`
`Information () [protected], [virtual]`

This method returns all changes in the parser that are needed by plugins of this ModelDatas. When connecting a new plugin, [ParserChangesInformation](#) are used to change parser source code, which is after compiled and dinamically linked to to simulator kernel to reflect the changes

Reimplemented from [ModelDataDefinition](#).

6.50.3.3 `_loadInstance()` `bool File::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.50.3.4 `_saveInstance()` `std::map< std::string, std::string > * File::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.50.3.5 `GetPluginInformation()` `PluginInformation * File::GetPluginInformation () [static]`

6.50.3.6 `LoadInstance()` `ModelDataDefinition * File::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.50.3.7 `NewInstance()` `ModelDataDefinition * File::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.50.3.8 show() `std::string File::show () [virtual]`

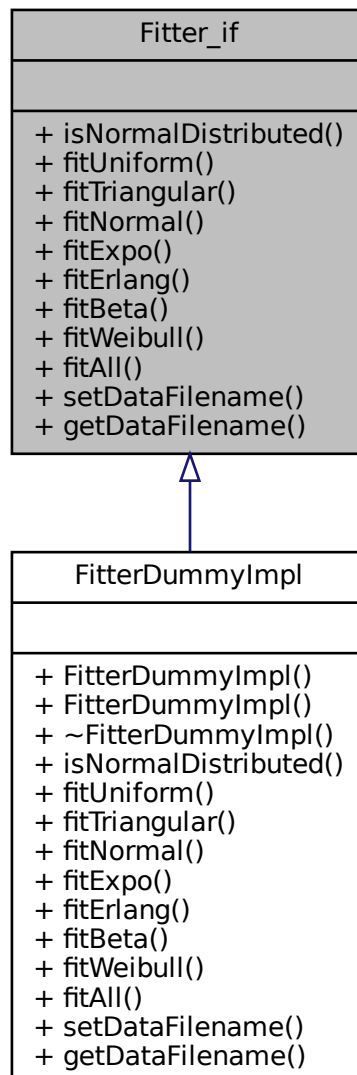
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/File.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/File.cpp`

6.51 Fitter_if Class Reference

Inheritance diagram for Fitter_if:



Public Member Functions

- virtual bool [isNormalDistributed](#) (double confidencelevel)=0
- virtual void [fitUniform](#) (double *sqrrerror, double *min, double *max)=0
- virtual void [fitTriangular](#) (double *sqrrerror, double *min, double *mo, double *max)=0
- virtual void [fitNormal](#) (double *sqrrerror, double *avg, double *stddev)=0
- virtual void [fitExpo](#) (double *sqrrerror, double *avg1)=0
- virtual void [fitErlang](#) (double *sqrrerror, double *avg, double *m)=0
- virtual void [fitBeta](#) (double *sqrrerror, double *alpha, double *beta, double *infLimit, double *supLimit)=0
- virtual void [fitWeibull](#) (double *sqrrerror, double *alpha, double *scale)=0
- virtual void [fitAll](#) (double *sqrrerror, std::string *name)=0
- virtual void [setDataFilename](#) (std::string dataFilename)=0
- virtual std::string [getDataFilename](#) ()=0

6.51.1 Member Function Documentation

6.51.1.1 [fitAll\(\)](#) virtual void Fitter_if::fitAll (
double * *sqrrerror*,
std::string * *name*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.2 [fitBeta\(\)](#) virtual void Fitter_if::fitBeta (
double * *sqrrerror*,
double * *alpha*,
double * *beta*,
double * *infLimit*,
double * *supLimit*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.3 [fitErlang\(\)](#) virtual void Fitter_if::fitErlang (
double * *sqrrerror*,
double * *avg*,
double * *m*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.4 [fitExpo\(\)](#) virtual void Fitter_if::fitExpo (
double * *sqrrerror*,
double * *avg1*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.5 fitNormal() virtual void Fitter_if::fitNormal (
double * *sqrerror*,
double * *avg*,
double * *stddev*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.6 fitTriangular() virtual void Fitter_if::fitTriangular (
double * *sqrerror*,
double * *min*,
double * *mo*,
double * *max*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.7 fitUniform() virtual void Fitter_if::fitUniform (
double * *sqrerror*,
double * *min*,
double * *max*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.8 fitWeibull() virtual void Fitter_if::fitWeibull (
double * *sqrerror*,
double * *alpha*,
double * *scale*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.9 getDataFilename() virtual std::string Fitter_if::getDataFilename () [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.10 isNormalDistributed() virtual bool Fitter_if::isNormalDistributed (
double *confidencelevel*) [pure virtual]

Implemented in [FitterDummyImpl](#).

6.51.1.11 setDataFilename() virtual void Fitter_if::setDataFilename (
 std::string dataFilename) [pure virtual]

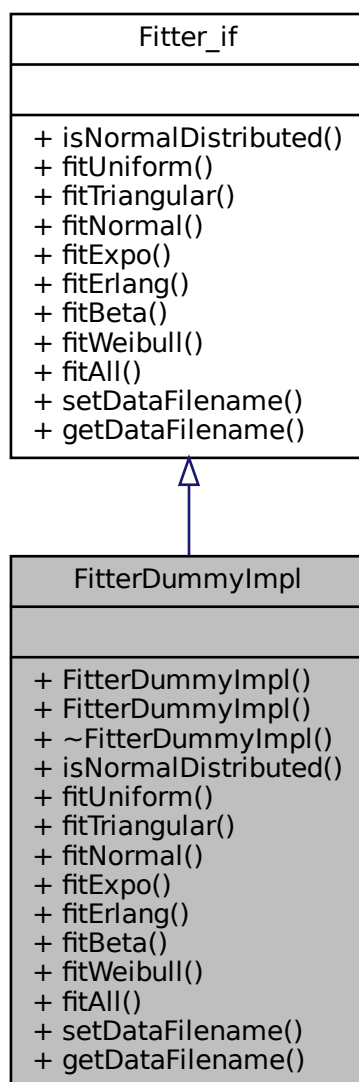
Implemented in [FitterDummyImpl](#).

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/[Fitter_if.h](#)

6.52 FitterDummyImpl Class Reference

Inheritance diagram for FitterDummyImpl:



Public Member Functions

- [FitterDummyImpl](#) ()
- [FitterDummyImpl](#) (const [FitterDummyImpl](#) &orig)
- [~FitterDummyImpl](#) ()
- bool [isNormalDistributed](#) (double confidencelevel)
- void [fitUniform](#) (double *sqrrerror, double *min, double *max)
- void [fitTriangular](#) (double *sqrrerror, double *min, double *mo, double *max)
- void [fitNormal](#) (double *sqrrerror, double *avg, double *stddev)
- void [fitExpo](#) (double *sqrrerror, double *avg1)
- void [fitErlang](#) (double *sqrrerror, double *avg, double *m)
- void [fitBeta](#) (double *sqrrerror, double *alpha, double *beta, double *infLimit, double *supLimit)
- void [fitWeibull](#) (double *sqrrerror, double *alpha, double *scale)
- void [fitAll](#) (double *sqrrerror, std::string *name)
- void [setDataFilename](#) (std::string dataFilename)
- std::string [getDataFilename](#) ()

6.52.1 Constructor & Destructor Documentation

6.52.1.1 [FitterDummyImpl\(\)](#) [1/2] `FitterDummyImpl::FitterDummyImpl ()`

6.52.1.2 [FitterDummyImpl\(\)](#) [2/2] `FitterDummyImpl::FitterDummyImpl (
const FitterDummyImpl & orig)`

6.52.1.3 [~FitterDummyImpl\(\)](#) `FitterDummyImpl::~~FitterDummyImpl ()`

6.52.2 Member Function Documentation

6.52.2.1 [fitAll\(\)](#) `void FitterDummyImpl::fitAll (
double * sqrrerror,
std::string * name) [virtual]`

Implements [Fitter_if](#).

6.52.2.2 fitBeta() `void FitterDummyImpl::fitBeta (`
 `double * sqerror,`
 `double * alpha,`
 `double * beta,`
 `double * infLimit,`
 `double * supLimit) [virtual]`

Implements [Fitter_if](#).

6.52.2.3 fitErlang() `void FitterDummyImpl::fitErlang (`
 `double * sqerror,`
 `double * avg,`
 `double * m) [virtual]`

Implements [Fitter_if](#).

6.52.2.4 fitExpo() `void FitterDummyImpl::fitExpo (`
 `double * sqerror,`
 `double * avg1) [virtual]`

Implements [Fitter_if](#).

6.52.2.5 fitNormal() `void FitterDummyImpl::fitNormal (`
 `double * sqerror,`
 `double * avg,`
 `double * stddev) [virtual]`

Implements [Fitter_if](#).

6.52.2.6 fitTriangular() `void FitterDummyImpl::fitTriangular (`
 `double * sqerror,`
 `double * min,`
 `double * mo,`
 `double * max) [virtual]`

Implements [Fitter_if](#).

6.52.2.7 fitUniform() `void FitterDummyImpl::fitUniform (`
 `double * sqerror,`
 `double * min,`
 `double * max) [virtual]`

Implements [Fitter_if](#).

6.52.2.8 fitWeibull() `void FitterDummyImpl::fitWeibull (`
 `double * sqrerror,`
 `double * alpha,`
 `double * scale) [virtual]`

Implements [Fitter_if](#).

6.52.2.9 getDataFilename() `std::string FitterDummyImpl::getDataFilename () [virtual]`

Implements [Fitter_if](#).

6.52.2.10 isNormalDistributed() `bool FitterDummyImpl::isNormalDistributed (`
 `double confidencelevel) [virtual]`

Implements [Fitter_if](#).

6.52.2.11 setDataFilename() `void FitterDummyImpl::setDataFilename (`
 `std::string dataFilename) [virtual]`

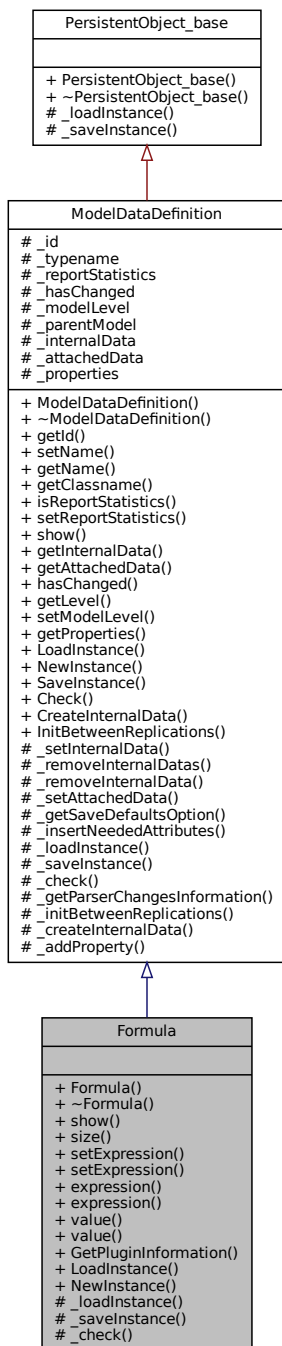
Implements [Fitter_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/FitterDummyImpl.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/FitterDummyImpl.cpp`

6.53 Formula Class Reference

Inheritance diagram for Formula:



Public Member Functions

- [Formula](#) ([Model](#) *model, std::string name="")
- virtual [~Formula](#) ()=default
- virtual std::string [show](#) ()

- unsigned int [size](#) ()
- void [setExpression](#) (std::string index, std::string formulaExpression)
- void [setExpression](#) (std::string formulaExpression)
- std::string [expression](#) (std::string index)
- std::string [expression](#) ()
- double [value](#) ()
- double [value](#) (std::string index)

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.53.1 Constructor & Destructor Documentation

6.53.1.1 [Formula\(\)](#) `Formula::Formula (`
 [Model](#) * *model*,
 std::string *name* = "")

6.53.1.2 [~Formula\(\)](#) `virtual Formula::~~Formula () [virtual], [default]`

6.53.2 Member Function Documentation

6.53.2.1 [_check\(\)](#) `bool Formula::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.53.2.2 `_loadInstance()` `bool Formula::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.53.2.3 `_saveInstance()` `std::map< std::string, std::string > * Formula::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.53.2.4 `expression()` `[1/2]` `std::string Formula::expression ()`

6.53.2.5 `expression()` `[2/2]` `std::string Formula::expression (`
`std::string index)`

6.53.2.6 `GetPluginInformation()` `PluginInformation * Formula::GetPluginInformation ()` `[static]`

6.53.2.7 `LoadInstance()` `ModelDataDefinition * Formula::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.53.2.8 `NewInstance()` `ModelDataDefinition * Formula::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.53.2.9 `setExpression()` `[1/2]` `void Formula::setExpression (`
`std::string formulaExpression)`

6.53.2.10 `setExpression()` `[2/2]` `void Formula::setExpression (`
`std::string index,`
`std::string formulaExpression)`

6.53.2.11 show() `std::string Formula::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.53.2.12 size() `unsigned int Formula::size ()`

6.53.2.13 value() [1/2] `double Formula::value ()`

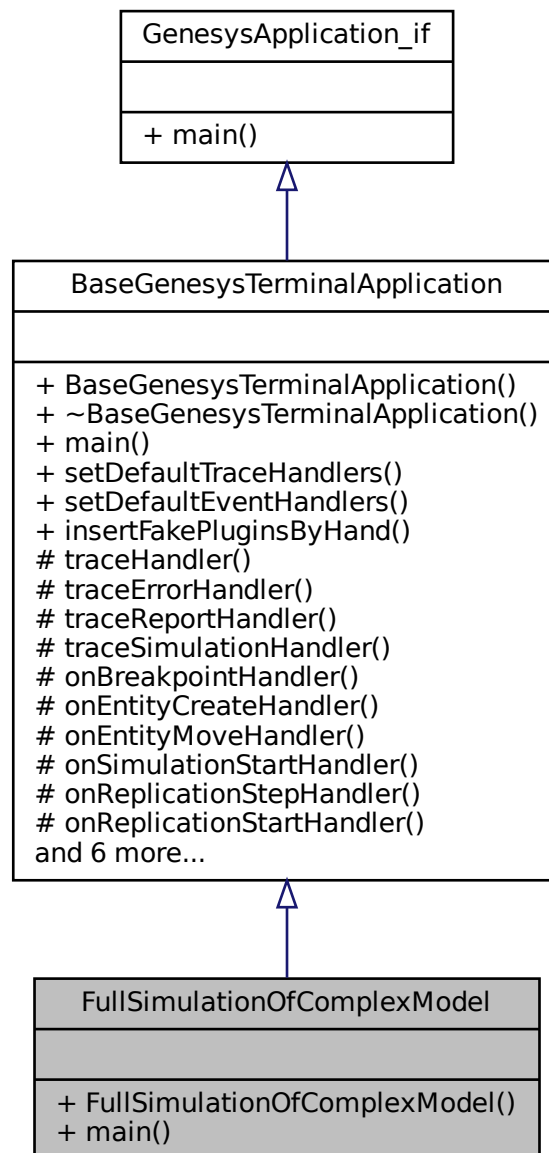
6.53.2.14 value() [2/2] `double Formula::value (
std::string index)`

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Formula.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Formula.cpp](#)

6.54 FullSimulationOfComplexModel Class Reference

Inheritance diagram for FullSimulationOfComplexModel:



Public Member Functions

- [FullSimulationOfComplexModel](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.54.1 Constructor & Destructor Documentation

6.54.1.1 FullSimulationOfComplexModel() `FullSimulationOfComplexModel::FullSimulationOfComplexModel ()`

6.54.2 Member Function Documentation

6.54.2.1 main() `int FullSimulationOfComplexModel::main (int argc, char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/FullSimulationOfComplexModel.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/FullSimulationOfComplexModel.cpp`

6.55 ParserManager::GenerateNewParserResult Struct Reference

Public Attributes

- `bool result`
- `std::string bisonMessages`
- `std::string lexMessages`
- `std::string compilationMessages`
- `NewParser newParser`

6.55.1 Member Data Documentation

6.55.1.1 bisonMessages `std::string ParserManager::GenerateNewParserResult::bisonMessages`

6.55.1.2 compilationMessages `std::string ParserManager::GenerateNewParserResult::compilationMessages`

6.55.1.3 lexMessages `std::string ParserManager::GenerateNewParserResult::lexMessages`

6.55.1.4 newParser `NewParser ParserManager::GenerateNewParserResult::newParser`

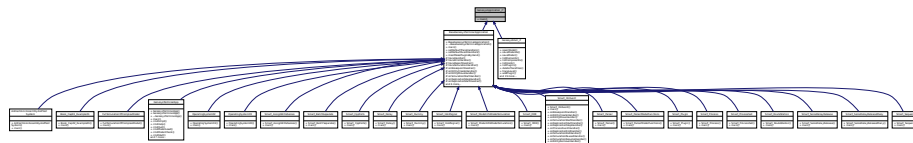
6.55.1.5 result `bool ParserManager::GenerateNewParserResult::result`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserManager.h`

6.56 GenesysApplication_if Class Reference

Inheritance diagram for GenesysApplication_if:



Public Member Functions

- virtual int `main` (int argc, char **argv)=0

6.56.1 Member Function Documentation

6.56.1.1 main() `virtual int GenesysApplication_if::main (int argc, char ** argv) [pure virtual]`

Implemented in `BaseGenesysTerminalApplication`, `GenesysTerminalApp`, `OperatingSystem03`, `OperatingSystem02`, `FullSimulationOfComplexModel`, `AnElectronicAssemblyAndTestSystem`, `Smart_Sequence`, `Smart_SeizeDelayReleaseMany`, `Smart_SeizeDelayRelease`, `Smart_RouteStation`, `Smart_ProcessSet`, `Smart_Process`, `Smart_Plugin`, `Smart.ParserModelFunctions`, `Smart.Parser`, `Smart_OnEvent`, `Smart_ODE`, `Smart_ModelInfoModelSimulation`, `Smart_HoldSignal`, `Smart_Dummy`, `Smart_Delay`, `Smart_CppForG`, `Smart_BatchSeparate`, `Smart_AssignWriteSeizes`, and `Book_Cap02_Example01`.

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/GenesysApplication_if.h`

6.57 genesyspp_driver Class Reference

Public Member Functions

- [genesyspp_driver](#) ()
- [genesyspp_driver](#) ([Model](#) *model, [Sampler_if](#) *sampler, bool throws=false)
- virtual [~genesyspp_driver](#) ()=default
- void [scan_begin_file](#) ()
- void [scan_end_file](#) ()
- void [scan_begin_str](#) ()
- void [scan_end_str](#) ()
- int [parse_file](#) (const std::string &f)
- int [parse_str](#) (const std::string &str)
- void [error](#) (const [yy::location](#) &l, const std::string &m)
- void [error](#) (const std::string &m)
- double [getResult](#) ()
- void [setResult](#) (double value)
- bool [getThrowsException](#) ()
- void [setThrowsException](#) (bool throws)
- void [setErrorMessage](#) (std::string message)
- std::string [getErrorMessage](#) ()
- [Model](#) * [getModel](#) ()
- std::string [getFile](#) ()
- void [setFile](#) (std::string f)
- std::string [getStrToParse](#) ()
- void [setStrToParse](#) (std::string str)
- void [setSampler](#) ([Sampler_if](#) *_sampler)
- [Sampler_if](#) * [sampler](#) () const

6.57.1 Constructor & Destructor Documentation

6.57.1.1 [genesyspp_driver](#)() [1/2] `genesyspp_driver::genesyspp_driver ()`

6.57.1.2 [genesyspp_driver](#)() [2/2] `genesyspp_driver::genesyspp_driver (
Model * model,
Sampler_if * sampler,
bool throws = false)`

6.57.1.3 [~genesyspp_driver](#)() `virtual genesyspp_driver::~genesyspp_driver ()` [virtual], [default]

6.57.2 Member Function Documentation

6.57.2.1 error() [1/2] `void genesyspp_driver::error (`
`const std::string & m)`

6.57.2.2 error() [2/2] `void genesyspp_driver::error (`
`const yy::location & l,`
`const std::string & m)`

6.57.2.3 getErrorMessage() `std::string genesyspp_driver::getErrorMessage ()`

6.57.2.4 getFile() `std::string genesyspp_driver::getFile ()`

6.57.2.5 getModel() `Model * genesyspp_driver::getModel ()`

6.57.2.6 getResult() `double genesyspp_driver::getResult ()`

6.57.2.7 getStrToParse() `std::string genesyspp_driver::getStrToParse ()`

6.57.2.8 getThrowsException() `bool genesyspp_driver::getThrowsException ()`

6.57.2.9 parse_file() `int genesyspp_driver::parse_file (`
`const std::string & f)`

6.57.2.10 parse_str() `int genesyspp_driver::parse_str (`
`const std::string & str)`

6.57.2.11 sampler() `Sampler_if * genesyspp_driver::sampler () const`

6.57.2.12 scan_begin_file() `void genesyspp_driver::scan_begin_file ()`

6.57.2.13 scan_begin_str() `void genesyspp_driver::scan_begin_str ()`

6.57.2.14 scan_end_file() `void genesyspp_driver::scan_end_file ()`

6.57.2.15 scan_end_str() `void genesyspp_driver::scan_end_str ()`

6.57.2.16 setErrorMessage() `void genesyspp_driver::setErrorMessage (
std::string message)`

6.57.2.17 setFile() `void genesyspp_driver::setFile (
std::string f)`

6.57.2.18 setResult() `void genesyspp_driver::setResult (
double value)`

6.57.2.19 setSampler() `void genesyspp_driver::setSampler (
Sampler_if * _sampler)`

6.57.2.20 setStrToParse() `void genesyspp_driver::setStrToParse (
std::string str)`

6.57.2.21 setThrowsException() `void genesyspp_driver::setThrowsException (bool throws)`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-driver.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-driver.cpp`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-scanner.cpp`

6.58 yy::genesyspp_parser Class Reference

A Bison parser.

Classes

- struct [basic_symbol](#)
- struct [by_kind](#)
Type access provider for token (enum) based symbols.
- class [context](#)
- struct [symbol_kind](#)
Symbol kinds.
- struct [symbol_type](#)
"External" symbols: returned by the scanner.
- struct [syntax_error](#)
Syntax errors thrown from user actions.
- struct [token](#)
Token kinds.
- class [value_type](#)

Public Types

- typedef [value_type](#) [semantic_type](#)
Backward compatibility (Bison 3.8).
- typedef [location](#) [location_type](#)
Symbol locations.
- typedef [token::token_kind_type](#) [token_kind_type](#)
Token kind, as returned by yylex.
- typedef [token_kind_type](#) [token_type](#)
Backward compatibility alias (Bison 3.6).
- typedef [symbol_kind::symbol_kind_type](#) [symbol_kind_type](#)
(Internal) symbol kind.
- typedef [by_kind](#) [by_type](#)
Backward compatibility for a private implementation detail (Bison 3.6).
- typedef int [debug_level_type](#)
Type for debugging levels.

Public Member Functions

- [genesyspp_parser](#) ([genesyspp_driver](#) &driver_yyarg)
Build a parser object.
- virtual [~genesyspp_parser](#) ()
- int [operator\(\)](#) ()
- virtual int [parse](#) ()
- std::ostream & [debug_stream](#) () const [YY_ATTRIBUTE_PURE](#)
The current debugging stream.
- void [set_debug_stream](#) (std::ostream &)
Set the current debugging stream.
- [debug_level_type](#) [debug_level](#) () const [YY_ATTRIBUTE_PURE](#)
The current debugging level.
- void [set_debug_level](#) ([debug_level_type](#) l)
Set the current debugging level.
- virtual void [error](#) (const [location_type](#) &loc, const std::string &msg)
- void [error](#) (const [syntax_error](#) &err)
Report a syntax error.

Static Public Member Functions

- static std::string [symbol_name](#) ([symbol_kind_type](#) yysymbol)
- static [symbol_type](#) [make_END](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_YYerror](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_YYUNDEF](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_NUMD](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_NUMH](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_CTEZERO](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oLE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oGE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oEQ](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oNE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oAND](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oOR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oNAND](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oXOR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_oNOT](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fSIN](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fCOS](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fROUND](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fMOD](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fTRUNC](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fFRAC](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fEXP](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fSQRT](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fLOG](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fLN](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fVAL](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fEVAL](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fLENG](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_frND1](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fEXPO](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNORM](#) (const [obj_t](#) &v, const [location_type](#) &l)

- static [symbol_type](#) [make_fUNIF](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fWEIB](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fLOGN](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fGAMM](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fERLA](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fTRIA](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fBETA](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fDISC](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fTNOW](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fTFIN](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fMAXREP](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNUMREP](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fIDENT](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_cIF](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_cELSE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_cFOR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_cTO](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_cDO](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_ATTRIB](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_CSTAT](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fTAVG](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_ILLEGAL](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_RESOURCE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fMR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fIRF](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fRESSEIZES](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fSTATE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fSETSUM](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fRESUTIL](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_QUEUE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNQ](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fFIRSTINQ](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fLASTINQ](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fSAQUE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fAQUE](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fENTATRANK](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_SET](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNUMSET](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_VARI](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_FORM](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fNUMGR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_fATRGR](#) (const [obj_t](#) &v, const [location_type](#) &l)
- static [symbol_type](#) [make_LPAREN](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_RPAREN](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_LBRACKET](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_RBRACKET](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_PLUS](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_MINUS](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_STAR](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_POWER](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_SLASH](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_LESS](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_GREATER](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_ASSIGN](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_COMMA](#) (const [location_type](#) &l)
- static [symbol_type](#) [make_NEG](#) (const [location_type](#) &l)

Static Public Attributes

- static const `symbol_kind_type YYNTOKENS` = `symbol_kind::YYNTOKENS`
The number of tokens.

6.58.1 Detailed Description

A Bison parser.

6.58.2 Member Typedef Documentation

6.58.2.1 `by_type` `typedef by_kind yy::genesyspp_parser::by_type`

Backward compatibility for a private implementation detail (Bison 3.6).

6.58.2.2 `debug_level_type` `typedef int yy::genesyspp_parser::debug_level_type`

Type for debugging levels.

6.58.2.3 `location_type` `typedef location yy::genesyspp_parser::location_type`

Symbol locations.

6.58.2.4 `semantic_type` `typedef value_type yy::genesyspp_parser::semantic_type`

Backward compatibility (Bison 3.8).

6.58.2.5 `symbol_kind_type` `typedef symbol_kind::symbol_kind_type yy::genesyspp_parser::symbol_kind_type`

(Internal) symbol kind.

6.58.2.6 `token_kind_type` `typedef token::token_kind_type yy::genesyspp_parser::token_kind_type`

Token kind, as returned by yylex.

6.58.2.7 token_type typedef `token_kind_type yy::genesyspp_parser::token_type`

Backward compatibility alias (Bison 3.6).

6.58.3 Constructor & Destructor Documentation

6.58.3.1 genesyspp_parser() `yy::genesyspp_parser::genesyspp_parser (
 genesyspp_driver & driver_yyarg)`

Build a parser object.

6.58.3.2 ~genesyspp_parser() `yy::genesyspp_parser::~~genesyspp_parser () [virtual]`

6.58.4 Member Function Documentation

6.58.4.1 debug_level() `genesyspp_parser::debug_level_type yy::genesyspp_parser::debug_level ()
 const`

The current debugging level.

6.58.4.2 debug_stream() `std::ostream & yy::genesyspp_parser::debug_stream () const`

The current debugging stream.

6.58.4.3 error() [1/2] `void yy::genesyspp_parser::error (
 const location_type & loc,
 const std::string & msg) [virtual]`

Report a syntax error.

Parameters

<i>loc</i>	where the syntax error is found.
<i>msg</i>	a description of the syntax error.

6.58.4.4 error() [2/2] `void yy::genesyspp_parser::error (`
`const syntax_error & err)`

Report a syntax error.

6.58.4.5 make_ASSIGN() `static symbol_type yy::genesyspp_parser::make_ASSIGN (`
`const location_type & l) [static]`

6.58.4.6 make_ATTRIB() `static symbol_type yy::genesyspp_parser::make_ATTRIB (`
`const obj_t & v,`
`const location_type & l) [static]`

6.58.4.7 make_cDO() `static symbol_type yy::genesyspp_parser::make_cDO (`
`const obj_t & v,`
`const location_type & l) [static]`

6.58.4.8 make_cELSE() `static symbol_type yy::genesyspp_parser::make_cELSE (`
`const obj_t & v,`
`const location_type & l) [static]`

6.58.4.9 make_cFOR() `static symbol_type yy::genesyspp_parser::make_cFOR (`
`const obj_t & v,`
`const location_type & l) [static]`

6.58.4.10 make_cIF() `static symbol_type yy::genesyspp_parser::make_cIF (`
`const obj_t & v,`
`const location_type & l) [static]`

6.58.4.11 make_COMMA() `static symbol_type yy::genesyspp_parser::make_COMMA (`
`const location_type & l) [static]`

6.58.4.12 make_CSTAT() static `symbol_type` yy::genesyspp_parser::make_CSTAT (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.13 make_CTEZERO() static `symbol_type` yy::genesyspp_parser::make_CTEZERO (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.14 make_cTO() static `symbol_type` yy::genesyspp_parser::make_cTO (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.15 make_END() static `symbol_type` yy::genesyspp_parser::make_END (
const `location_type` & l) [static]

6.58.4.16 make_fAQUE() static `symbol_type` yy::genesyspp_parser::make_fAQUE (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.17 make_fATRGR() static `symbol_type` yy::genesyspp_parser::make_fATRGR (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.18 make_fBETA() static `symbol_type` yy::genesyspp_parser::make_fBETA (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.19 make_fCOS() static `symbol_type` yy::genesyspp_parser::make_fCOS (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.20 make_fDISC() static `symbol_type` yy::genesyspp_parser::make_fDISC (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.21 make_fENTATRANK() static `symbol_type` yy::genesyspp_parser::make_fENTATRANK (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.22 make_fERLA() static `symbol_type` yy::genesyspp_parser::make_fERLA (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.23 make_fEVAL() static `symbol_type` yy::genesyspp_parser::make_fEVAL (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.24 make_fEXP() static `symbol_type` yy::genesyspp_parser::make_fEXP (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.25 make_fEXPO() static `symbol_type` yy::genesyspp_parser::make_fEXPO (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.26 make_fFIRSTINQ() static `symbol_type` yy::genesyspp_parser::make_fFIRSTINQ (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.27 make_fFRAC() static `symbol_type` yy::genesyspp_parser::make_fFRAC (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.28 make_fGAMM() static `symbol_type` yy::genesyspp_parser::make_fGAMM (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.29 make_fIDENT() static `symbol_type` yy::genesyspp_parser::make_fIDENT (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.30 make_fIRF() static `symbol_type` yy::genesyspp_parser::make_fIRF (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.31 make_fLASTINQ() static `symbol_type` yy::genesyspp_parser::make_fLASTINQ (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.32 make_fLENG() static `symbol_type` yy::genesyspp_parser::make_fLENG (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.33 make_fLN() static `symbol_type` yy::genesyspp_parser::make_fLN (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.34 make_fLOG() static `symbol_type` yy::genesyspp_parser::make_fLOG (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.35 make_fLOGN() static `symbol_type` yy::genesyspp_parser::make_fLOGN (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.36 make_fMAXREP() static `symbol_type` yy::genesyspp_parser::make_fMAXREP (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.37 make_fMOD() static `symbol_type` yy::genesyspp_parser::make_fMOD (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.38 make_fMR() static `symbol_type` yy::genesyspp_parser::make_fMR (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.39 make_fNORM() static `symbol_type` yy::genesyspp_parser::make_fNORM (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.40 make_fNQ() static `symbol_type` yy::genesyspp_parser::make_fNQ (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.41 make_fNR() static `symbol_type` yy::genesyspp_parser::make_fNR (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.42 make_fNUMGR() static `symbol_type` yy::genesyspp_parser::make_fNUMGR (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.43 make_fNUMREP() static `symbol_type` yy::genesyspp_parser::make_fNUMREP (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.44 make_fNUMSET() static `symbol_type` yy::genesyspp_parser::make_fNUMSET (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.45 make_FORM() static `symbol_type` yy::genesyspp_parser::make_FORM (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.46 make_fRESSEIZES() static `symbol_type` yy::genesyspp_parser::make_fRESSEIZES (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.47 make_fRESUTIL() static `symbol_type` yy::genesyspp_parser::make_fRESUTIL (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.48 make_fRND1() static `symbol_type` yy::genesyspp_parser::make_fRND1 (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.49 make_fROUND() static `symbol_type` yy::genesyspp_parser::make_fROUND (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.50 make_fSAQUE() static `symbol_type` yy::genesyspp_parser::make_fSAQUE (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.51 make_fSETSUM() static `symbol_type` yy::genesyspp_parser::make_fSETSUM (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.52 make_fSIN() static `symbol_type` yy::genesyspp_parser::make_fSIN (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.53 make_fSQRT() static `symbol_type` yy::genesyspp_parser::make_fSQRT (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.54 make_fSTATE() static `symbol_type` yy::genesyspp_parser::make_fSTATE (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.55 make_fTAVG() static `symbol_type` yy::genesyspp_parser::make_fTAVG (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.56 make_fTFIN() static `symbol_type` yy::genesyspp_parser::make_fTFIN (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.57 make_fTNOW() static `symbol_type` yy::genesyspp_parser::make_fTNOW (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.58 make_fTRIA() static `symbol_type` yy::genesyspp_parser::make_fTRIA (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.59 make_fTRUNC() static `symbol_type` yy::genesyspp_parser::make_fTRUNC (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.60 make_fUNIF() static `symbol_type` yy::genesyspp_parser::make_fUNIF (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.61 make_fVAL() static `symbol_type` yy::genesyspp_parser::make_fVAL (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.62 make_fWEIB() static `symbol_type` yy::genesyspp_parser::make_fWEIB (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.63 make_GREATER() static `symbol_type` yy::genesyspp_parser::make_GREATER (
const `location_type` & l) [static]

6.58.4.64 make_ILLEGAL() static `symbol_type` yy::genesyspp_parser::make_ILLEGAL (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.65 make_LBRACKET() static `symbol_type` yy::genesyspp_parser::make_LBRACKET (
const `location_type` & l) [static]

6.58.4.66 make_LESS() static `symbol_type` yy::genesyspp_parser::make_LESS (
const `location_type` & l) [static]

6.58.4.67 make_LPAREN() static `symbol_type` yy::genesyspp_parser::make_LPAREN (
const `location_type` & l) [static]

6.58.4.68 make_MINUS() static `symbol_type` yy::genesyspp_parser::make_MINUS (
const `location_type` & l) [static]

6.58.4.69 make_NEG() static `symbol_type` yy::genesyspp_parser::make_NEG (
const `location_type` & l) [static]

6.58.4.70 make_NUMD() static `symbol_type` yy::genesyspp_parser::make_NUMD (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.71 make_NUMH() static `symbol_type` yy::genesyspp_parser::make_NUMH (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.72 make_oAND() static `symbol_type` yy::genesyspp_parser::make_oAND (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.73 make_oEQ() static `symbol_type` yy::genesyspp_parser::make_oEQ (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.74 make_oGE() static `symbol_type` yy::genesyspp_parser::make_oGE (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.75 make_oLE() static `symbol_type` yy::genesyspp_parser::make_oLE (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.76 make_oNAND() static `symbol_type` yy::genesyspp_parser::make_oNAND (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.77 make_one() static `symbol_type` yy::genesyspp_parser::make_one (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.78 make_onot() static `symbol_type` yy::genesyspp_parser::make_onot (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.79 make_oor() static `symbol_type` yy::genesyspp_parser::make_oor (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.80 make_oxor() static `symbol_type` yy::genesyspp_parser::make_oxor (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.81 make_plus() static `symbol_type` yy::genesyspp_parser::make_plus (
const `location_type` & l) [static]

6.58.4.82 make_power() static `symbol_type` yy::genesyspp_parser::make_power (
const `location_type` & l) [static]

6.58.4.83 make_queue() static `symbol_type` yy::genesyspp_parser::make_queue (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.84 make_rbracket() static `symbol_type` yy::genesyspp_parser::make_rbracket (
const `location_type` & l) [static]

6.58.4.85 make_resource() static `symbol_type` yy::genesyspp_parser::make_resource (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.86 make_RPAREN() static `symbol_type` yy::genesyspp_parser::make_RPAREN (
const `location_type` & l) [static]

6.58.4.87 make_SET() static `symbol_type` yy::genesyspp_parser::make_SET (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.88 make_SLASH() static `symbol_type` yy::genesyspp_parser::make_SLASH (
const `location_type` & l) [static]

6.58.4.89 make_STAR() static `symbol_type` yy::genesyspp_parser::make_STAR (
const `location_type` & l) [static]

6.58.4.90 make_VARI() static `symbol_type` yy::genesyspp_parser::make_VARI (
const `obj_t` & v,
const `location_type` & l) [static]

6.58.4.91 make_YYerror() static `symbol_type` yy::genesyspp_parser::make_YYerror (
const `location_type` & l) [static]

6.58.4.92 make_YYUNDEF() static `symbol_type` yy::genesyspp_parser::make_YYUNDEF (
const `location_type` & l) [static]

6.58.4.93 operator>()() int yy::genesyspp_parser::operator() ()

Parse. An alias for parse ().

Returns

0 iff parsing succeeded.

6.58.4.94 parse() `int yy::genesyspp_parser::parse () [virtual]`

Parse.

Returns

0 iff parsing succeeded.

Length of the RHS of the rule being reduced.

The lookahead symbol.

The locations where the error started and ended.

The return value of parse ().

6.58.4.95 set_debug_level() `void yy::genesyspp_parser::set_debug_level (
 debug_level_type l)`

Set the current debugging level.

6.58.4.96 set_debug_stream() `void yy::genesyspp_parser::set_debug_stream (
 std::ostream & o)`

Set the current debugging stream.

6.58.4.97 symbol_name() `std::string yy::genesyspp_parser::symbol_name (
 symbol_kind_type yysymbol) [static]`

The user-facing name of the symbol whose (internal) number is YYSYMBOL. No bounds checking.

6.58.5 Member Data Documentation

6.58.5.1 YYNTOKENS `const symbol_kind_type yy::genesyspp_parser::YYNTOKENS = symbol_kind::↵
YYNTOKENS [static]`

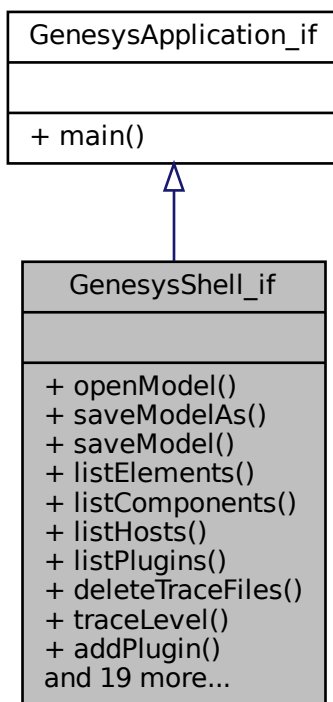
The number of tokens.

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/parser/[GenesysParser.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/parser/[GenesysParser.cpp](#)

6.59 GenesysShell_if Class Reference

Inheritance diagram for GenesysShell_if:



Public Member Functions

- virtual void [openModel](#) (std::string filename)=0
- virtual void [saveModelAs](#) (std::string filename)=0
- virtual void [saveModel](#) ()=0
- virtual void [listElements](#) ()=0
- virtual void [listComponents](#) ()=0
- virtual void [listHosts](#) ()=0
- virtual void [listPlugins](#) ()=0
- virtual void [deleteTraceFiles](#) ()=0
- virtual void [traceLevel](#) (Util::TraceLevel tracelevel)=0
- virtual void [addPlugin](#) (std::string filename)=0
- virtual void [addFromFile](#) (std::string filename)=0
- virtual void [readCommandsFromFile](#) (std::string filename)=0
- virtual void [redirectTrace](#) (std::string trace, std::string dest, std::string filename)=0
- virtual void [closeModel](#) ()=0
- virtual void [createModel](#) ()=0
- virtual void [execLinuxCommand](#) (std::string command)=0
- virtual void [verboseMode](#) (bool on)=0
- virtual void [check](#) ()=0
- virtual void [getGenesysInfo](#) ()=0

- virtual void [getCommandLine](#) ()=0
- virtual void [sendFile](#) (std::string filename, std::string hostname, std::string portname)=0
- virtual void [setActivationCode](#) (std::string code)=0
- virtual void [receiveFile](#) (std::string filename)=0
- virtual void [startSimulation](#) ()=0
- virtual void [stepSimulation](#) ()=0
- virtual void [stopSimulation](#) ()=0
- virtual void [showInit](#) ()=0
- virtual void [showHelp](#) ()=0
- virtual void [showHostName](#) ()=0

6.59.1 Member Function Documentation

6.59.1.1 addFromFile() virtual void GenesysShell_if::addFromFile (
std::string *filename*) [pure virtual]

6.59.1.2 addPlugin() virtual void GenesysShell_if::addPlugin (
std::string *filename*) [pure virtual]

6.59.1.3 check() virtual void GenesysShell_if::check () [pure virtual]

6.59.1.4 closeModel() virtual void GenesysShell_if::closeModel () [pure virtual]

6.59.1.5 createModel() virtual void GenesysShell_if::createModel () [pure virtual]

6.59.1.6 deleteTraceFiles() virtual void GenesysShell_if::deleteTraceFiles () [pure virtual]

6.59.1.7 execLinuxCommand() virtual void GenesysShell_if::execLinuxCommand (
std::string *command*) [pure virtual]

6.59.1.8 getCommandLine() virtual void GenesysShell_if::getCommandLine () [pure virtual]

6.59.1.9 getGenesysInfo() virtual void GenesysShell_if::getGenesysInfo () [pure virtual]

6.59.1.10 listComponents() virtual void GenesysShell_if::listComponents () [pure virtual]

6.59.1.11 listElements() virtual void GenesysShell_if::listElements () [pure virtual]

6.59.1.12 listHosts() virtual void GenesysShell_if::listHosts () [pure virtual]

6.59.1.13 listPlugins() virtual void GenesysShell_if::listPlugins () [pure virtual]

6.59.1.14 openModel() virtual void GenesysShell_if::openModel (
std::string *filename*) [pure virtual]

6.59.1.15 readCommandsFromFile() virtual void GenesysShell_if::readCommandsFromFile (
std::string *filename*) [pure virtual]

6.59.1.16 receiveFile() virtual void GenesysShell_if::receiveFile (
std::string *filename*) [pure virtual]

6.59.1.17 redirectTrace() virtual void GenesysShell_if::redirectTrace (
std::string *trace*,
std::string *dest*,
std::string *filename*) [pure virtual]

6.59.1.18 saveModel() virtual void GenesysShell_if::saveModel () [pure virtual]

6.59.1.19 saveModelAs() virtual void GenesysShell_if::saveModelAs (
std::string *filename*) [pure virtual]

6.59.1.20 sendFile() virtual void GenesysShell_if::sendFile (
std::string *filename*,
std::string *hostname*,
std::string *portname*) [pure virtual]

6.59.1.21 setActivationCode() virtual void GenesysShell_if::setActivationCode (
std::string *code*) [pure virtual]

6.59.1.22 showHelp() virtual void GenesysShell_if::showHelp () [pure virtual]

6.59.1.23 showHostName() virtual void GenesysShell_if::showHostName () [pure virtual]

6.59.1.24 showInit() virtual void GenesysShell_if::showInit () [pure virtual]

6.59.1.25 startSimulation() virtual void GenesysShell_if::startSimulation () [pure virtual]

6.59.1.26 stepSimulation() virtual void GenesysShell_if::stepSimulation () [pure virtual]

6.59.1.27 stopSimulation() virtual void GenesysShell_if::stopSimulation () [pure virtual]

6.59.1.28 traceLevel() `virtual void GenesysShell_if::traceLevel (
 Util::TraceLevel tracelevel) [pure virtual]`

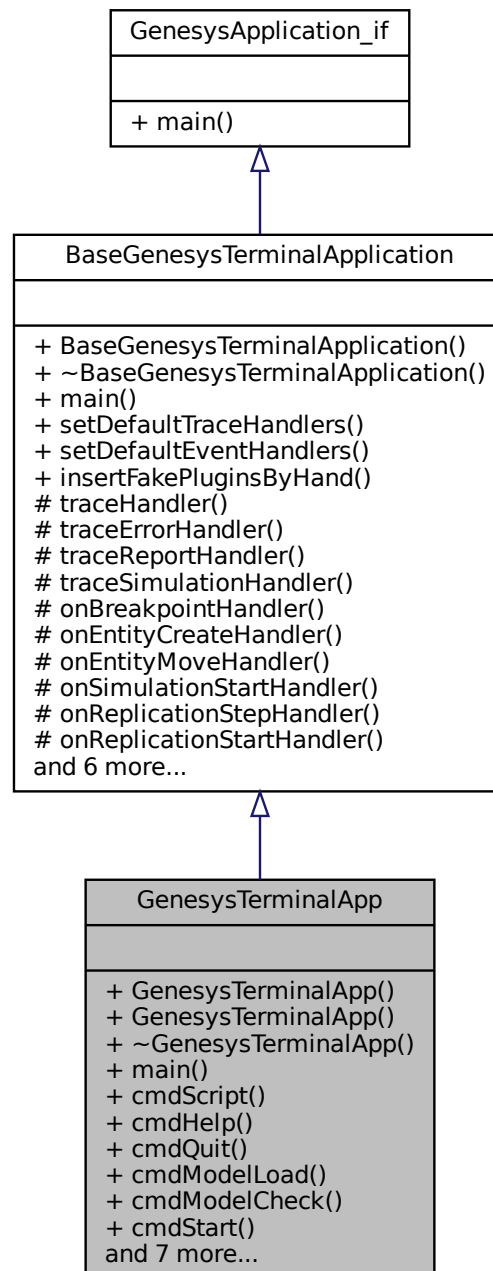
6.59.1.29 verboseMode() `virtual void GenesysShell_if::verboseMode (
 bool on) [pure virtual]`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/GenesysShell/GenesysShell_if.h`

6.60 GenesysTerminalApp Class Reference

Inheritance diagram for GenesysTerminalApp:



Public Member Functions

- [GenesysTerminalApp \(\)](#)
- [GenesysTerminalApp \(const GenesysTerminalApp &orig\)](#)
- virtual [~GenesysTerminalApp \(\)=default](#)

- virtual int [main](#) (int argc, char **argv)
- void [cmdScript](#) ()
- void [cmdHelp](#) ()
- void [cmdQuit](#) ()
- void [cmdModelLoad](#) ()
- void [cmdModelCheck](#) ()
- void [cmdStart](#) ()
- void [cmdStep](#) ()
- void [cmdStop](#) ()
- void [cmdShowReport](#) ()
- void [cmdModelSave](#) ()
- void [cmdModelShow](#) ()
- void [cmdVersion](#) ()
- void [cmdTraceLevel](#) ()

Additional Inherited Members

6.60.1 Constructor & Destructor Documentation

6.60.1.1 GenesysTerminalApp() [1/2] `GenesysTerminalApp::GenesysTerminalApp ()`

6.60.1.2 GenesysTerminalApp() [2/2] `GenesysTerminalApp::GenesysTerminalApp (const GenesysTerminalApp & orig)`

6.60.1.3 ~GenesysTerminalApp() `virtual GenesysTerminalApp::~~GenesysTerminalApp () [virtual], [default]`

6.60.2 Member Function Documentation

6.60.2.1 cmdHelp() `void GenesysTerminalApp::cmdHelp ()`

6.60.2.2 cmdModelCheck() `void GenesysTerminalApp::cmdModelCheck ()`

6.60.2.3 cmdModelLoad() void GenesysTerminalApp::cmdModelLoad ()

6.60.2.4 cmdModelSave() void GenesysTerminalApp::cmdModelSave ()

6.60.2.5 cmdModelShow() void GenesysTerminalApp::cmdModelShow ()

6.60.2.6 cmdQuit() void GenesysTerminalApp::cmdQuit ()

6.60.2.7 cmdScript() void GenesysTerminalApp::cmdScript ()

6.60.2.8 cmdShowReport() void GenesysTerminalApp::cmdShowReport ()

6.60.2.9 cmdStart() void GenesysTerminalApp::cmdStart ()

6.60.2.10 cmdStep() void GenesysTerminalApp::cmdStep ()

6.60.2.11 cmdStop() void GenesysTerminalApp::cmdStop ()

6.60.2.12 cmdTraceLevel() void GenesysTerminalApp::cmdTraceLevel ()

6.60.2.13 cmdVersion() void GenesysTerminalApp::cmdVersion ()

```
6.60.2.14  main()  int GenesysTerminalApp::main (
                int argc,
                char ** argv )  [virtual]
```

Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/applications/terminal/GenesysShell/[GenesysTerminalApp.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/applications/terminal/GenesysShell/[GenesysTerminalApp.cpp](#)

6.61 Getter< T > Struct Template Reference

Public Types

- typedef std::function< T()> [Member](#)

6.61.1 Member Typedef Documentation

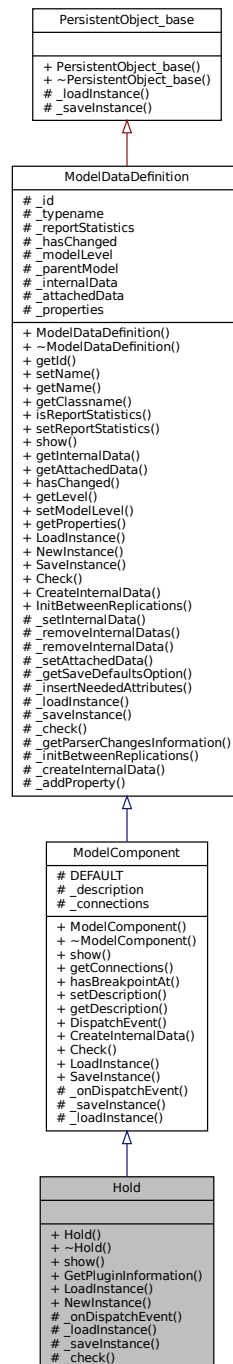
```
6.61.1.1  Member  template<typename T >
typedef std::function<T()> Getter< T >::Member
```

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Property.h](#)

6.62 Hold Class Reference

Inheritance diagram for Hold:



Public Member Functions

- **Hold** (**Model** *model, std::string name="")
- virtual **~Hold** ()=default
- virtual std::string **show** ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.62.1 Detailed Description

[Hold](#) module DESCRIPTION This module will hold an entity in a queue to wait for a signal, wait for a specified condition to become true (scan), or be held infinitely (to be removed later with the [Remove](#) module). If the entity is holding for a signal, the [Signal](#) module is used elsewhere in the model to allow the entity to move on to the next module. If the entity is holding for a given condition to be true, the entity will remain at the module (either in a defined or internal queue) until the condition(s) becomes true. When the entity is in an infinite hold, the [Remove](#) module is used elsewhere in the model to allow the entity to continue processing. TYPICAL USES [Waiting](#) for a traffic light to turn green Holding a part for authorization Checking the status of a machine or operator to continue a process PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Indicates the reasoning for holding the entity within a specified or internal queue. Wait for [Signal](#) will hold the entity until a signal of the same value is received. Scan for Condition will hold the entity until the specified condition becomes true. Infinite [Hold](#) will hold the entity until it is removed from the queue by a [Remove](#) module. Wait for Value [Signal](#) code for the waiting entity. Applies only when Type is Wait for [Signal](#). Limit Maximum number of waiting entities that will be released upon receipt of a signal. Applies only when Type is Wait for [Signal](#). Condition Specifies the condition that will be evaluated to hold the entity at the module. If the condition is evaluated to true, the entity leaves the module immediately. If the condition is false, the entity will wait in the associated queue until the condition becomes true. Applies only when Type is Scan for Condition. [Queue](#) Type Determines the type of queue used to hold the entities. If [Queue](#) is selected, the queue name is specified. If [Set](#) is selected, the queue set and member in the set are specified. If Internal is selected, an internal queue is used to hold all waiting entities. [Attribute](#) and Expression are additional methods for defining the queue to be used. [Queue](#) Name This field is visible only if [Queue](#) Type is [Queue](#), and it defines the symbol name of the queue. [Set](#) Name This field is visible only if [Queue](#) Type is [Set](#), and it defines the queue set that contains the queue being referenced. [Set](#) Index This field is visible only if [Queue](#) Type is [Set](#), and it defines the index into the queue set. Note that this is the index into the set and not the name of the queue in the set. For example, the only valid entry for a queue set containing three members is an expression that evaluates to 1, 2, or 3. [Attribute](#) This field is visible only if [Queue](#) Type is [Attribute](#). The attribute entered in this field will be evaluated to indicate which queue is to be used. Expression This field is visible only if [Queue](#) Type is Expression. The expression entered in this field will be evaluated to indicate which queue is to be used.

6.62.2 Constructor & Destructor Documentation

6.62.2.1 Hold() `Hold::Hold (`
 [Model](#) * model,
 std::string name = "")

6.62.2.2 ~Hold() `virtual Hold::~~Hold () [virtual], [default]`

6.62.3 Member Function Documentation

6.62.3.1 _check() `bool Hold::_check (std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.62.3.2 _loadInstance() `bool Hold::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.62.3.3 _onDispatchEvent() `void Hold::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.62.3.4 _saveInstance() `std::map< std::string, std::string > * Hold::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.62.3.5 GetPluginInformation() `PluginInformation * Hold::GetPluginInformation () [static]`

6.62.3.6 LoadInstance() `ModelComponent * Hold::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.62.3.7 NewInstance() `ModelDataDefinition * Hold::NewInstance (Model * model, std::string name = "") [static]`

6.62.3.8 show() `std::string Hold::show () [virtual]`

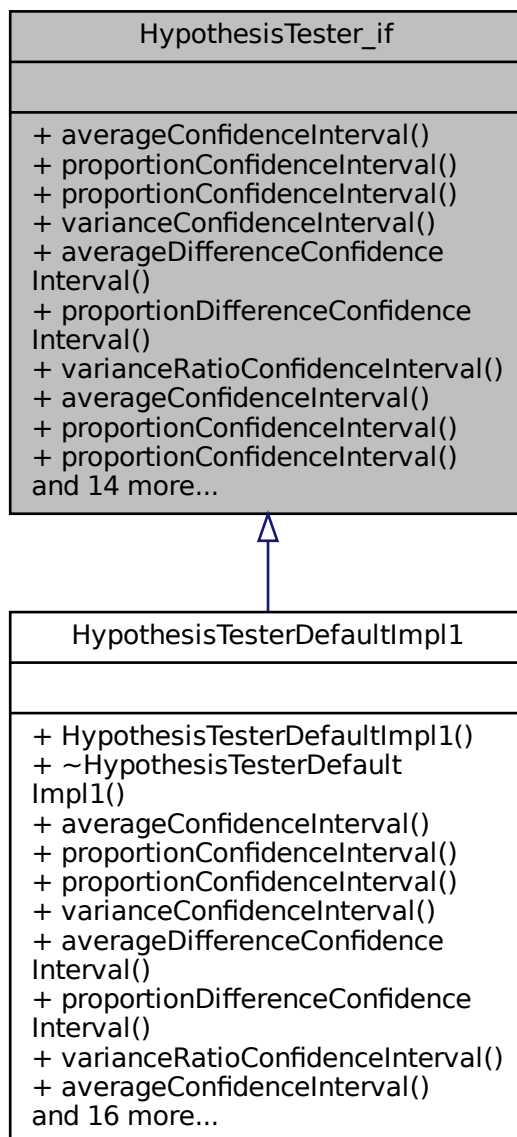
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Hold.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Hold.cpp](#)

6.63 HypothesisTester_if Class Reference

Inheritance diagram for HypothesisTester_if:



Classes

- class [ConfidenceInterval](#)
- class [TestResult](#)

Public Types

- enum [H1Comparition](#) { [DIFFERENT](#) = 1 , [LESS_THAN](#) = 2 , [GREATER_THAN](#) = 3 }

Public Member Functions

- virtual [HypothesisTester_if::ConfidenceInterval](#) [averageConfidenceInterval](#) (double avg, double stddev, unsigned int n, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionConfidenceInterval](#) (double prop, unsigned int n, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionConfidenceInterval](#) (double prop, unsigned int n, int N, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [varianceConfidenceInterval](#) (double var, unsigned int n, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [averageDifferenceConfidenceInterval](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionDifferenceConfidenceInterval](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [varianceRatioConfidenceInterval](#) (double var1, unsigned int n1, double var2, unsigned int n2, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [averageConfidenceInterval](#) (std::string sampleDataFilename, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionConfidenceInterval](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionConfidenceInterval](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double N, double confidenceLevel)=0
- virtual [HypothesisTester_if::ConfidenceInterval](#) [varianceConfidenceInterval](#) (std::string sampleDataFilename, double confidenceLevel)=0
- virtual unsigned int [estimateSampleSize](#) (double avg, double stddev, double desiredEO, double confidenceLevel)=0
- virtual [HypothesisTester_if::TestResult](#) [testAverage](#) (double avg, double stddev, unsigned int n, double avgSample, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testProportion](#) (double prop, unsigned int n, double proptest, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testVariance](#) (double var, unsigned int n, double vartest, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testAverage](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testProportion](#) (double prop1, unsigned int n1, double prop2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testVariance](#) (double var1, unsigned int n1, double var2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testAverage](#) (std::string sampleDataFilename, double avgSample, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testProportion](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double proptest, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0
- virtual [HypothesisTester_if::TestResult](#) [testVariance](#) (std::string sampleDataFilename, double vartest, double confidenceLevel, [HypothesisTester_if::H1Comparition](#) comp)=0

- virtual [HypothesisTester_if::TestResult testAverage](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)=0
- virtual [HypothesisTester_if::TestResult testProportion](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, [checkProportionFunction](#) function, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)=0
- virtual [HypothesisTester_if::TestResult testVariance](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)=0

6.63.1 Detailed Description

Interface for parametric hypothesis tests based on a datafile or parameters. All tests are supposed to be based on samples with unknown population parameters

6.63.2 Member Enumeration Documentation

6.63.2.1 H1Comparison `enum HypothesisTester_if::H1Comparison`

Enumerator

DIFFERENT	
LESS_THAN	
GREATER_THAN	

6.63.3 Member Function Documentation

6.63.3.1 averageConfidenceInterval() [1/2] virtual [HypothesisTester_if::ConfidenceInterval](#) [HypothesisTester_if::averageConfidenceInterval](#) (
double *avg*,
double *stddev*,
unsigned int *n*,
double *confidenceLevel*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.2 averageConfidenceInterval() [2/2] virtual [HypothesisTester_if::ConfidenceInterval](#) [HypothesisTester_if::averageConfidenceInterval](#) (
std::string *sampleDataFilename*,
double *confidenceLevel*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.3 averageDifferenceConfidenceInterval() virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::averageDifferenceConfidenceInterval (
    double avg1,
    double stddev1,
    unsigned int n1,
    double avg2,
    double stddev2,
    unsigned int n2,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.4 estimateSampleSize() virtual unsigned int [HypothesisTester_if::estimateSampleSize](#) (

```
double avg,
double stddev,
double desiredE0,
double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.5 proportionConfidenceInterval() [1/4] virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::proportionConfidenceInterval (
    double prop,
    unsigned int n,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.6 proportionConfidenceInterval() [2/4] virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::proportionConfidenceInterval (
    double prop,
    unsigned int n,
    int N,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.7 proportionConfidenceInterval() [3/4] virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::proportionConfidenceInterval (
    std::string sampleDataFilename,
    checkProportionFunction function,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.8 proportionConfidenceInterval() [4/4] virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::proportionConfidenceInterval (
    std::string sampleDataFilename,
    checkProportionFunction function,
    double N,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.9 proportionDifferenceConfidenceInterval() virtual [HypothesisTester_if::ConfidenceInterval](#)

```
HypothesisTester_if::proportionDifferenceConfidenceInterval (
    double avg1,
    double stddev1,
    unsigned int n1,
    double avg2,
    double stddev2,
    unsigned int n2,
    double confidenceLevel ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.10 testAverage() [1/4] virtual [HypothesisTester_if::TestResult](#) [HypothesisTester_if](#)↔

```
::testAverage (
    double avg,
    double stddev,
    unsigned int n,
    double avgSample,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.11 testAverage() [2/4] virtual [HypothesisTester_if::TestResult](#) [HypothesisTester_if](#)↔

```
::testAverage (
    double avg1,
    double stddev1,
    unsigned int n1,
    double avg2,
    double stddev2,
    unsigned int n2,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [pure virtual]
```

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.12 testAverage() [3/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testAverage (
 std::string *firstSampleDataFilename*,
 std::string *secondSampleDataFilename*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.13 testAverage() [4/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testAverage (
 std::string *sampleDataFilename*,
 double *avgSample*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.14 testProportion() [1/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testProportion (
 double *prop*,
 unsigned int *n*,
 double *proptest*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.15 testProportion() [2/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testProportion (
 double *prop1*,
 unsigned int *n1*,
 double *prop2*,
 unsigned int *n2*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.16 testProportion() [3/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testProportion (
 std::string *firstSampleDataFilename*,
 std::string *secondSampleDataFilename*,
 [checkProportionFunction](#) *function*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.17 testProportion() [4/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testProportion (
 std::string *sampleDataFilename*,
 [checkProportionFunction](#) *function*,
 double *proptest*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.18 testVariance() [1/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testVariance (
 double *var*,
 unsigned int *n*,
 double *vartest*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.19 testVariance() [2/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testVariance (
 double *var1*,
 unsigned int *n1*,
 double *var2*,
 unsigned int *n2*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.20 testVariance() [3/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testVariance (
 std::string *firstSampleDataFilename*,
 std::string *secondSampleDataFilename*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.21 testVariance() [4/4] virtual [HypothesisTester_if::TestResult](#) HypothesisTester_if↔
 ::testVariance (
 std::string *sampleDataFilename*,
 double *vartest*,
 double *confidenceLevel*,
 [HypothesisTester_if::H1Comparition](#) *comp*) [pure virtual]

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.22 varianceConfidenceInterval() [1/2] virtual [HypothesisTester_if::ConfidenceInterval](#)
`HypothesisTester_if::varianceConfidenceInterval (`
 `double var,`
 `unsigned int n,`
 `double confidenceLevel) [pure virtual]`

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.23 varianceConfidenceInterval() [2/2] virtual [HypothesisTester_if::ConfidenceInterval](#)
`HypothesisTester_if::varianceConfidenceInterval (`
 `std::string sampleDataFilename,`
 `double confidenceLevel) [pure virtual]`

Implemented in [HypothesisTesterDefaultImpl1](#).

6.63.3.24 varianceRatioConfidenceInterval() virtual [HypothesisTester_if::ConfidenceInterval](#)
`HypothesisTester_if::varianceRatioConfidenceInterval (`
 `double var1,`
 `unsigned int n1,`
 `double var2,`
 `unsigned int n2,`
 `double confidenceLevel) [pure virtual]`

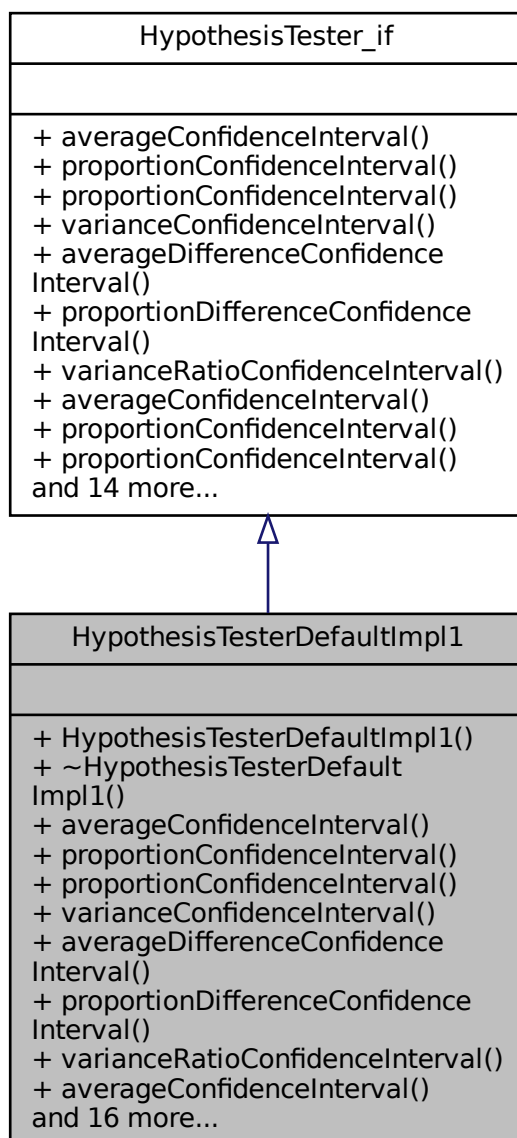
Implemented in [HypothesisTesterDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/tools/HypothesisTester_if.h`

6.64 HypothesisTesterDefaultImpl1 Class Reference

Inheritance diagram for HypothesisTesterDefaultImpl1:



Public Member Functions

- [HypothesisTesterDefaultImpl1](#) ()
- virtual [~HypothesisTesterDefaultImpl1](#) ()=default
- virtual [HypothesisTester_if::ConfidenceInterval](#) [averageConfidenceInterval](#) (double avg, double stddev, unsigned int n, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval](#) [proportionConfidenceInterval](#) (double prop, unsigned int n, double confidenceLevel)

- virtual [HypothesisTester_if::ConfidenceInterval proportionConfidenceInterval](#) (double prop, unsigned int n, int N, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval varianceConfidenceInterval](#) (double var, unsigned int n, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval averageDifferenceConfidenceInterval](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval proportionDifferenceConfidenceInterval](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval varianceRatioConfidenceInterval](#) (double var1, unsigned int n1, double var2, unsigned int n2, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval averageConfidenceInterval](#) (std::string sampleDataFilename, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval proportionConfidenceInterval](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval proportionConfidenceInterval](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double N, double confidenceLevel)
- virtual [HypothesisTester_if::ConfidenceInterval varianceConfidenceInterval](#) (std::string sampleDataFilename, double confidenceLevel)
- virtual unsigned int [estimateSampleSize](#) (double avg, double stddev, double desiredE0, double confidenceLevel)
- virtual [HypothesisTester_if::TestResult testAverage](#) (double avg, double stddev, unsigned int n, double avgSample, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testProportion](#) (double prop, unsigned int n, double proptest, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testVariance](#) (double var, unsigned int n, double vartest, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testAverage](#) (double avg1, double stddev1, unsigned int n1, double avg2, double stddev2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testProportion](#) (double prop1, unsigned int n1, double prop2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testVariance](#) (double var1, unsigned int n1, double var2, unsigned int n2, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testAverage](#) (std::string sampleDataFilename, double avgSample, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testProportion](#) (std::string sampleDataFilename, [checkProportionFunction](#) function, double proptest, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testVariance](#) (std::string sampleDataFilename, double vartest, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testAverage](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testProportion](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, [checkProportionFunction](#) function, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)
- virtual [HypothesisTester_if::TestResult testVariance](#) (std::string firstSampleDataFilename, std::string secondSampleDataFilename, double confidenceLevel, [HypothesisTester_if::H1Comparison](#) comp)

Additional Inherited Members

6.64.1 Constructor & Destructor Documentation

6.64.1.1 HypothesisTesterDefaultImpl1() [HypothesisTesterDefaultImpl1::HypothesisTesterDefaultImpl1 \(\)](#)

6.64.1.2 ~HypothesisTesterDefaultImpl1() [virtual HypothesisTesterDefaultImpl1::~~HypothesisTesterDefaultImpl1 \(\)](#) [virtual], [default]

6.64.2 Member Function Documentation

6.64.2.1 averageConfidenceInterval() [1/2] [HypothesisTester_if::ConfidenceInterval](#) [HypothesisTesterDefaultImpl1::averageConfidenceInterval \(](#)
 double *avg*,
 double *stddev*,
 unsigned int *n*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.2 averageConfidenceInterval() [2/2] [HypothesisTester_if::ConfidenceInterval](#) [HypothesisTesterDefaultImpl1::averageConfidenceInterval \(](#)
 std::string *sampleDataFilename*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.3 averageDifferenceConfidenceInterval() [HypothesisTester_if::ConfidenceInterval](#) [HypothesisTesterDefaultImpl1::averageDifferenceConfidenceInterval \(](#)
 double *avg1*,
 double *stddev1*,
 unsigned int *n1*,
 double *avg2*,
 double *stddev2*,
 unsigned int *n2*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.4 estimateSampleSize() unsigned int [HypothesisTesterDefaultImpl1::estimateSampleSize \(](#)
 double *avg*,
 double *stddev*,
 double *desiredE0*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.5 proportionConfidenceInterval() [1/4] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
 TesterDefaultImpl1::proportionConfidenceInterval (
 double *prop*,
 unsigned int *n*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.6 proportionConfidenceInterval() [2/4] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
 TesterDefaultImpl1::proportionConfidenceInterval (
 double *prop*,
 unsigned int *n*,
 int *N*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.7 proportionConfidenceInterval() [3/4] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
 TesterDefaultImpl1::proportionConfidenceInterval (
 std::string *sampleDataFilename*,
 [checkProportionFunction](#) *function*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.8 proportionConfidenceInterval() [4/4] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
 TesterDefaultImpl1::proportionConfidenceInterval (
 std::string *sampleDataFilename*,
 [checkProportionFunction](#) *function*,
 double *N*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.9 proportionDifferenceConfidenceInterval() [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
 TesterDefaultImpl1::proportionDifferenceConfidenceInterval (
 double *avg1*,
 double *stddev1*,
 unsigned int *n1*,
 double *avg2*,
 double *stddev2*,
 unsigned int *n2*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.10 testAverage() [1/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl↔
::testAverage (
 double avg,
 double stddev,
 unsigned int n,
 double avgSample,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.11 testAverage() [2/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl↔
::testAverage (
 double avg1,
 double stddev1,
 unsigned int n1,
 double avg2,
 double stddev2,
 unsigned int n2,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.12 testAverage() [3/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl↔
::testAverage (
 std::string firstSampleDataFilename,
 std::string secondSampleDataFilename,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.13 testAverage() [4/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl↔
::testAverage (
 std::string sampleDataFilename,
 double avgSample,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.14 testProportion() [1/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl1↔

```

::testProportion (
    double prop,
    unsigned int n,
    double proptest,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [virtual]

```

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.15 testProportion() [2/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl1↔

```

::testProportion (
    double prop1,
    unsigned int n1,
    double prop2,
    unsigned int n2,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [virtual]

```

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.16 testProportion() [3/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl1↔

```

::testProportion (
    std::string firstSampleDataFilename,
    std::string secondSampleDataFilename,
    checkProportionFunction function,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [virtual]

```

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.17 testProportion() [4/4] [HypothesisTester_if::TestResult](#) HypothesisTesterDefaultImpl1↔

```

::testProportion (
    std::string sampleDataFilename,
    checkProportionFunction function,
    double proptest,
    double confidenceLevel,
    HypothesisTester_if::H1Comparition comp ) [virtual]

```

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.18 testVariance() [1/4] [HypothesisTester_if::TestResult](#) [HypothesisTesterDefaultImpl1](#)↔
::testVariance (
 double var,
 unsigned int n,
 double vartest,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.19 testVariance() [2/4] [HypothesisTester_if::TestResult](#) [HypothesisTesterDefaultImpl1](#)↔
::testVariance (
 double var1,
 unsigned int n1,
 double var2,
 unsigned int n2,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.20 testVariance() [3/4] [HypothesisTester_if::TestResult](#) [HypothesisTesterDefaultImpl1](#)↔
::testVariance (
 std::string firstSampleDataFilename,
 std::string secondSampleDataFilename,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.21 testVariance() [4/4] [HypothesisTester_if::TestResult](#) [HypothesisTesterDefaultImpl1](#)↔
::testVariance (
 std::string sampleDataFilename,
 double vartest,
 double confidenceLevel,
 [HypothesisTester_if::H1Comparition](#) comp) [virtual]

TODO: not implemented yet

Implements [HypothesisTester_if](#).

6.64.2.22 varianceConfidenceInterval() [1/2] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
TesterDefaultImpl1::varianceConfidenceInterval (
 double *var*,
 unsigned int *n*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.23 varianceConfidenceInterval() [2/2] [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
TesterDefaultImpl1::varianceConfidenceInterval (
 std::string *sampleDataFilename*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

6.64.2.24 varianceRatioConfidenceInterval() [HypothesisTester_if::ConfidenceInterval](#) Hypothesis↔
TesterDefaultImpl1::varianceRatioConfidenceInterval (
 double *var1*,
 unsigned int *n1*,
 double *var2*,
 unsigned int *n2*,
 double *confidenceLevel*) [virtual]

Implements [HypothesisTester_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys↔ Simulator/source/tools/[HypothesisTesterDefaultImpl1.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys↔ Simulator/source/tools/[HypothesisTesterDefaultImpl1.cpp](#)

6.65 Label Class Reference

Inheritance diagram for Label:



Public Member Functions

- [Label](#) ([Model](#) *model, std::string name="")
- virtual [~Label](#) ()=default
- virtual std::string [show](#) ()

- void [setLabel](#) (std::string _label)
- std::string [getLabel](#) () const
- [ModelComponent](#) * [getEnterIntoLabelComponent](#) () const
- void [sendEntityToLabelComponent](#) ([Entity](#) *entity, double timeDelay)

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.65.1 Constructor & Destructor Documentation

6.65.1.1 Label() `Label::Label (`
 [Model](#) * model,
 std::string name = "")

6.65.1.2 ~Label() `virtual Label::~Label ()` [virtual], [default]

6.65.2 Member Function Documentation

6.65.2.1 _check() `bool Label::_check (`
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.65.2.2 _loadInstance() `bool Label::_loadInstance (`
 std::map< std::string, std::string > * fields) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.65.2.3 `_saveInstance()` `std::map< std::string, std::string > * Label::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.65.2.4 `getEnterIntoLabelComponent()` `ModelComponent * Label::getEnterIntoLabelComponent ()`
`const`

6.65.2.5 `getLabel()` `std::string Label::getLabel () const`

6.65.2.6 `GetPluginInformation()` `PluginInformation * Label::GetPluginInformation () [static]`

6.65.2.7 `LoadInstance()` `ModelDataDefinition * Label::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.65.2.8 `NewInstance()` `ModelDataDefinition * Label::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.65.2.9 `sendEntityToLabelComponent()` `void Label::sendEntityToLabelComponent (`
`Entity * entity,`
`double timeDelay)`

6.65.2.10 `setLabel()` `void Label::setLabel (`
`std::string _label)`

6.65.2.11 `show()` `std::string Label::show () [virtual]`

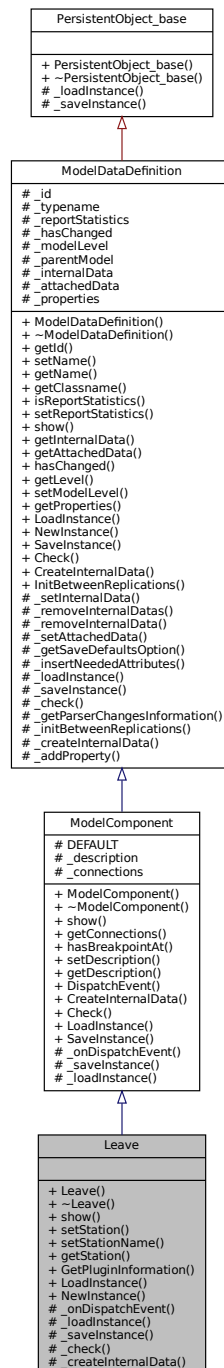
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Label.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Label.cpp`

6.66 Leave Class Reference

Inheritance diagram for Leave:



Public Member Functions

- `Leave (Model *model, std::string name= "")`
- virtual `~Leave ()`=default
- virtual `std::string show ()`

- void `setStation` (`Station * _station`)
- void `setStationName` (`std::string stationName`)
- `Station * getStation` () const

Static Public Member Functions

- static `PluginInformation * GetPluginInformation` ()
- static `ModelComponent * LoadInstance` (`Model *model`, `std::map< std::string, std::string > *fields`)
- static `ModelDataDefinition * NewInstance` (`Model *model`, `std::string name=""`)

Protected Member Functions

- virtual void `_onDispatchEvent` (`Entity *entity`, unsigned int `inputNumber`)
- virtual bool `_loadInstance` (`std::map< std::string, std::string > *fields`)
- virtual `std::map< std::string, std::string > * _saveInstance` (bool `saveDefaultValues`)
- virtual bool `_check` (`std::string *errorMessage`)
- virtual void `_createInternalData` ()

Additional Inherited Members

6.66.1 Detailed Description

Leave module DESCRIPTION The **Leave** module is used to transfer an entity to a station or module. An entity may be transferred in two ways. It can be transferred to a module that defines a station by referencing the station and routing, conveying, or transporting to that station, or a graphical connection can be used to transfer an entity to another module. When an entity arrives at a **Leave** module, it may wait to obtain a transfer device (resource, transporter, or conveyor). When the transfer device has been obtained, the entity may experience a loading delay. Finally, the entity is transferred from this module to a destination module or station. TYPICAL USES The end of a part's production in a series of parallel processes where the part needs a forklift to be transferred to shipping PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Allocation Type of category to which the entity's incurred delay time and cost will be added. **Delay** Specifies a load time incurred after getting a transfer device. Units Time units used for the delay time. Transfer Out Determines whether a resource (**Seize Resource**), transporter (Request Transporter), or conveyor (**Access Conveyor**) is required prior to transferring the entity out of this module. Priority Indicates the priority of the module when either seizing a resource or requesting a transporter when there are entities waiting for that resource/transporter from other modules. This field is not visible when the Transfer Type is None or **Access Conveyor**. Transporter Name Name of the transporter to request. **Queue** Type Type of queue, either a single **Queue**, queue **Set**, Internal queue, **Attribute**, or Expression. **Queue** Name Name of the individual queue. **Queue Set** Name Name of the queue set. **Set** Index Defines the index into the queue set. Note that this is the index into the set and not the name of the queue in the set. **Queue Attribute** Name The attribute name that will be evaluated to indicate which queue is to be used. **Queue** Expression The expression that will be evaluated to indicate which queue is to be used. Selection Rule Method of selecting among available transporters in a set. Cyclical will cycle through available members. Random will randomly select a member. Preferred Order will always select the first available member. Specific Member requires an input attribute value to specify which member of the set (previously saved in the Save **Attribute** field). Largest Distance selects the transporter farthest away, and Smallest Distance selects the closest transporter. Save **Attribute Attribute** name used to store the index number into the set of the member that is chosen. This attribute can later be referenced with the Specific Member selection rule. Active when Transfer Out is Request Transporter. Index **Set Attribute** name whose value identifies the index number into the set of the member requested. The entity must have a value for the attribute before utilizing this option. **Resource** Type Type of resource for seizing, either specifying a particular **Resource**, selecting from a pool of resources (that is, a resource **Set**), **Attribute**, or Expression. **Resource** Name Name of the resource to seize. Conveyor Name Name of the conveyor to access.

6.66.2 of Cells Number of contiguous cells the entity requires.

Connect Type Determines if the entity is to [Route](#), Convey, or Transport to another station or Connect to another module. Move Time Time to route from this module to the destination station. Units Time units used for the move time. [Station](#) Type The entity's destination station type either an individual [Station](#), a station based on an [Attribute](#) or Expression value, or By [Sequence](#). [Station](#) Name Name of the individual destination station. [Attribute](#) Name The attribute name that will be evaluated to indicate the station. Expression The expression that will be evaluated to indicate the station.

6.66.3 Constructor & Destructor Documentation

6.66.3.1 Leave() `Leave::Leave (`
 [Model](#) * *model*,
 std::string *name* = "")

6.66.3.2 ~Leave() `virtual Leave::~Leave ()` [virtual], [default]

6.66.4 Member Function Documentation

6.66.4.1 _check() `bool Leave::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.66.4.2 _createInternalData() `void Leave::_createInternalData ()` [protected], [virtual]

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal [StatisticsCollectors](#), since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.66.4.3 _loadInstance() `bool Leave::_loadInstance (`
 std::map< std::string, std::string > * *fields*) [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.66.4.4 `_onDispatchEvent()` `void Leave::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.66.4.5 `_saveInstance()` `std::map< std::string, std::string > * Leave::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.66.4.6 `GetPluginInformation()` `PluginInformation * Leave::GetPluginInformation () [static]`

6.66.4.7 `getStation()` `Station * Leave::getStation () const`

6.66.4.8 `LoadInstance()` `ModelComponent * Leave::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.66.4.9 `NewInstance()` `ModelDataDefinition * Leave::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.66.4.10 `setStation()` `void Leave::setStation (`
 `Station * _station)`

6.66.4.11 `setStationName()` `void Leave::setStationName (`
 `std::string stationName)`

6.66.4.12 show() `std::string Leave::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Leave.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Leave.cpp](#)

6.67 LicenceManager Class Reference

Public Member Functions

- [LicenceManager](#) ([Simulator](#) *simulator)
- virtual [~LicenceManager](#) ()=default
- const std::string [showLicence](#) () const
- const std::string [showLimits](#) () const
- const std::string [showActivationCode](#) () const
- bool [lookforActivationCode](#) ()
- bool [insertActivationCode](#) ()
- void [removeActivationCode](#) ()
- unsigned int [getModelComponentsLimit](#) ()
- unsigned int [getModelDatasLimit](#) ()
- unsigned int [getEntityLimit](#) ()
- unsigned int [getHostsLimit](#) ()
- unsigned int [getThreadsLimit](#) ()

6.67.1 Detailed Description

[LicenceManager](#) just prints a licence agreement and checks for some resource limits.

6.67.2 Constructor & Destructor Documentation

6.67.2.1 LicenceManager() `LicenceManager::LicenceManager (
 Simulator * simulator)`

6.67.2.2 ~LicenceManager() `virtual LicenceManager::~~LicenceManager () [virtual], [default]`

6.67.3 Member Function Documentation

6.67.3.1 getEntityLimit() unsigned int LicenceManager::getEntityLimit ()

6.67.3.2 getHostsLimit() unsigned int LicenceManager::getHostsLimit ()

6.67.3.3 getModelComponentsLimit() unsigned int LicenceManager::getModelComponentsLimit ()

6.67.3.4 getModelDatasLimit() unsigned int LicenceManager::getModelDatasLimit ()

6.67.3.5 getThreadsLimit() unsigned int LicenceManager::getThreadsLimit ()

6.67.3.6 insertActivationCode() bool LicenceManager::insertActivationCode ()

6.67.3.7 lookforActivationCode() bool LicenceManager::lookforActivationCode ()

6.67.3.8 removeActivationCode() void LicenceManager::removeActivationCode ()

6.67.3.9 showActivationCode() const std::string LicenceManager::showActivationCode () const

6.67.3.10 showLicence() const std::string LicenceManager::showLicence () const

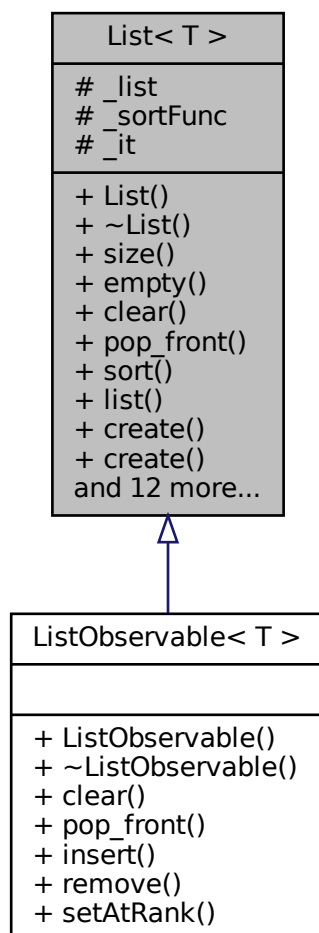
6.67.3.11 showLimits() const std::string LicenceManager::showLimits () const

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/simulator/[LicenceManager.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/simulator/[LicenceManager.cpp](#)

6.68 List< T > Class Template Reference

Inheritance diagram for List< T >:



Public Types

- using `CompFunc` = `std::function< bool(const T, const T) >`

Public Member Functions

- `List()`
- virtual `~List()`=default
- unsigned int `size()`
- bool `empty()`
- void `clear()`
- void `pop_front()`

- `template<class Compare >`
 `void sort (Compare comp)`
- `std::list< T > * list () const`
- `T create ()`
- `template<typename U >`
 `T create (U arg)`
- `std::string show ()`
- `std::list< T >::iterator find (T modeldatum)`
- `void insert (T modeldatum)`
- `void remove (T modeldatum)`
- `void setAtRank (unsigned int rank, T modeldatum)`
- `T getAtRank (unsigned int rank)`
- `T next ()`
- `T front ()`
- `T last ()`
- `T previous ()`
- `T current ()`
- `void setSortFunc (CompFunct _sortFunc)`

Protected Attributes

- `std::list< T > * _list`
- `CompFunct _sortFunc`
- `std::list< T >::iterator _it`

Default function: insert at the end of the list.

6.68.1 Detailed Description

```
template<typename T>
class List< T >
```

`List` corresponds to an extended version of the list that must guarantee the consistency of the elements that make up the simulation model.

6.68.2 Member Typedef Documentation

6.68.2.1 CompFunct `template<typename T >`
`using List< T >::CompFunct = std::function<bool(const T, const T) >`

6.68.3 Constructor & Destructor Documentation

6.68.3.1 List() `template<typename T >`
`List< T >::List`

6.68.3.2 ~List() template<typename T >
virtual List< T >::~List () [virtual], [default]

6.68.4 Member Function Documentation

6.68.4.1 clear() template<typename T >
void List< T >::clear

6.68.4.2 create() [1/2] template<typename T >
T List< T >::create

6.68.4.3 create() [2/2] template<typename T >
template<typename U >
T List< T >::create (
 U arg)

6.68.4.4 current() template<typename T >
T List< T >::current

6.68.4.5 empty() template<typename T >
bool List< T >::empty

6.68.4.6 find() template<typename T >
std::list< T >::iterator List< T >::find (
 T modeldatum)

6.68.4.7 front() template<typename T >
T List< T >::front

6.68.4.8 getAtRank() `template<typename T >`
`T List< T >::getAtRank (`
 `unsigned int rank)`

6.68.4.9 insert() `template<typename T >`
`void List< T >::insert (`
 `T modeldatum)`

6.68.4.10 last() `template<typename T >`
`T List< T >::last`

6.68.4.11 list() `template<typename T >`
`std::list< T > * List< T >::list`

6.68.4.12 next() `template<typename T >`
`T List< T >::next`

6.68.4.13 pop_front() `template<typename T >`
`void List< T >::pop_front`

6.68.4.14 previous() `template<typename T >`
`T List< T >::previous`

6.68.4.15 remove() `template<typename T >`
`void List< T >::remove (`
 `T modeldatum)`

6.68.4.16 setAtRank() `template<typename T >`
`void List< T >::setAtRank (`
 `unsigned int rank,`
 `T modeldatum)`

6.68.4.17 setSortFunc() `template<typename T >`
`void List< T >::setSortFunc (`
`CompFunct _sortFunc)`

6.68.4.18 show() `template<typename T >`
`std::string List< T >::show`

6.68.4.19 size() `template<typename T >`
`unsigned int List< T >::size`

6.68.4.20 sort() `template<typename T >`
`template<class Compare >`
`void List< T >::sort (`
`Compare comp)`

6.68.5 Member Data Documentation

6.68.5.1 _it `template<typename T >`
`std::list<T>::iterator List< T >::_it` [protected]

Default function: insert at the end of the list.

6.68.5.2 _list `template<typename T >`
`std::list<T>* List< T >::_list` [protected]

6.68.5.3 _sortFunc `template<typename T >`
`CompFunct List< T >::_sortFunc` [protected]

Initial value:

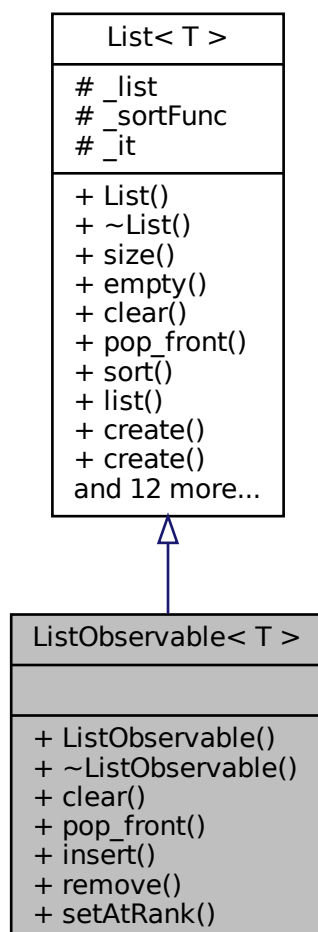
```
{[] (const T, const T) {
    return false;
}}
```

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/util/List.h

6.69 ListObservable< T > Class Template Reference

Inheritance diagram for ListObservable< T >:



Public Types

- using `CompFunc` = `std::function< bool(const T, const T) >`

Public Member Functions

- `ListObservable ()`
- virtual `~ListObservable ()=default`
- void `clear ()`
- void `pop_front ()`
- void `insert (T element)`
- void `remove (T element)`
- void `setAtRank (unsigned int rank, T element)`

Additional Inherited Members

6.69.1 Detailed Description

```
template<typename T>  
class ListObservable< T >
```

[ListObservable](#) corresponds to an extended version of the [List](#) that allows other classes to be notified when the list has changed.

6.69.2 Member Typedef Documentation

6.69.2.1 CompFuncT template<typename T >
using [ListObservable](#)< T >::[CompFuncT](#) = std::function<bool(const T, const T) >

6.69.3 Constructor & Destructor Documentation

6.69.3.1 ListObservable() template<typename T >
[ListObservable](#)< T >::[ListObservable](#)

6.69.3.2 ~ListObservable() template<typename T >
virtual [ListObservable](#)< T >::[~ListObservable](#) () [virtual], [default]

6.69.4 Member Function Documentation

6.69.4.1 clear() template<typename T >
void [ListObservable](#)< T >::[clear](#)

6.69.4.2 insert() template<typename T >
void [ListObservable](#)< T >::[insert](#) (
 T *element*)

6.69.4.3 pop_front() `template<typename T >`
`void ListObservable< T >::pop_front`

6.69.4.4 remove() `template<typename T >`
`void ListObservable< T >::remove (`
 `T element)`

6.69.4.5 setAtRank() `template<typename T >`
`void ListObservable< T >::setAtRank (`
 `unsigned int rank,`
 `T element)`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/util/ListObservable.h`

6.70 yy::location Class Reference

Two points in a source file.

Public Types

- `typedef position::filename_type filename_type`
Type for file name.
- `typedef position::counter_type counter_type`
Type for line and column numbers.

Public Member Functions

- `location (const position &b, const position &e)`
Construct a location from b to e.
- `location (const position &p=position())`
Construct a 0-width location in p.
- `location (filename_type *f, counter_type l=1, counter_type c=1)`
Construct a 0-width location in f, l, c.
- `void initialize (filename_type *f=YY_NULLPTR, counter_type l=1, counter_type c=1)`
Initialization.

Line and Column related manipulators

- `void step ()`
Reset initial location to final location.
- `void columns (counter_type count=1)`
Extend the current location to the COUNT next columns.
- `void lines (counter_type count=1)`
Extend the current location to the COUNT next lines.

Public Attributes

- [position begin](#)
Beginning of the located region.
- [position end](#)
End of the located region.

6.70.1 Detailed Description

Two points in a source file.

6.70.2 Member Typedef Documentation

6.70.2.1 counter_type `typedef position::counter_type yy::location::counter_type`

Type for line and column numbers.

6.70.2.2 filename_type `typedef position::filename_type yy::location::filename_type`

Type for file name.

6.70.3 Constructor & Destructor Documentation

6.70.3.1 location() [1/3] `yy::location::location (`
 `const position & b,`
 `const position & e)`

Construct a location from *b* to *e*.

6.70.3.2 location() [2/3] `yy::location::location (`
 `const position & p = position ()) [explicit]`

Construct a 0-width location in *p*.

6.70.3.3 location() [3/3] `yy::location::location (`
 `filename_type * f,`
 `counter_type l = 1,`
 `counter_type c = 1) [explicit]`

Construct a 0-width location in *f*, *l*, *c*.

6.70.4 Member Function Documentation

6.70.4.1 columns() `void yy::location::columns (`
 `counter_type count = 1)`

Extend the current location to the COUNT next columns.

6.70.4.2 initialize() `void yy::location::initialize (`
 `filename_type * f = YY_NULLPTR,`
 `counter_type l = 1,`
 `counter_type c = 1)`

Initialization.

6.70.4.3 lines() `void yy::location::lines (`
 `counter_type count = 1)`

Extend the current location to the COUNT next lines.

6.70.4.4 step() `void yy::location::step ()`

Reset initial location to final location.

6.70.5 Member Data Documentation

6.70.5.1 begin `position yy::location::begin`

Beginning of the located region.

6.70.5.2 `end position yy::location::end`

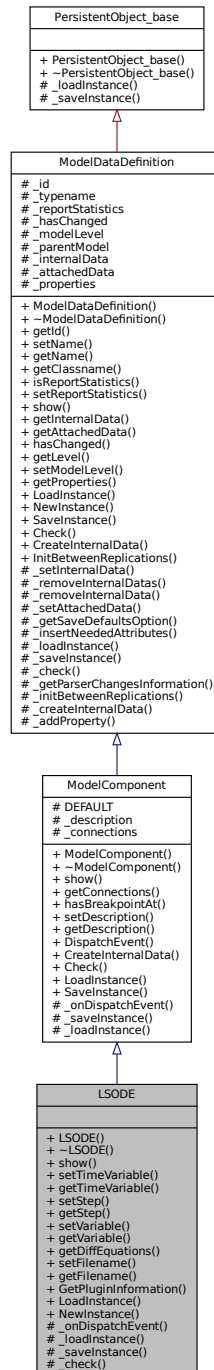
End of the located region.

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/location.hh`

6.71 LODE Class Reference

Inheritance diagram for LODE:



Public Member Functions

- **LODE** (**Model** *model, std::string name="")
- virtual **~LODE** ()=default
- virtual std::string **show** ()

- void `setTimeVariable` (`Variable * _timeVariable`)
- `Variable * getTimeVariable` () const
- void `setStep` (double `_step`)
- double `getStep` () const
- void `setVariable` (`Variable * _variables`)
- `Variable * getVariable` () const
- `List< std::string > * getDiffEquations` () const
- void `setFilename` (std::string `filename`)
- std::string `getFilename` () const

Static Public Member Functions

- static `PluginInformation * GetPluginInformation` ()
- static `ModelComponent * LoadInstance` (`Model *model`, std::map< std::string, std::string > `*fields`)
- static `ModelDataDefinition * NewInstance` (`Model *model`, std::string `name=""`)

Protected Member Functions

- virtual void `_onDispatchEvent` (`Entity *entity`, unsigned int `inputNumber`)
- virtual bool `_loadInstance` (std::map< std::string, std::string > `*fields`)
- virtual std::map< std::string, std::string > `* _saveInstance` (bool `saveDefaultValues`)
- virtual bool `_check` (std::string `*errorMessage`)

Additional Inherited Members

6.71.1 Detailed Description

This component ...

6.71.2 Constructor & Destructor Documentation

6.71.2.1 LODE() `LSODE::LSODE (`
`Model * model,`
`std::string name = "")`

6.71.2.2 ~LSODE() `virtual LODE::~~LSODE () [virtual], [default]`

6.71.3 Member Function Documentation

6.71.3.1 `_check()` `bool` `LSODE::_check` (
 `std::string * errorMessage`) `[protected]`, `[virtual]`

Reimplemented from [ModelDataDefinition](#).

6.71.3.2 `_loadInstance()` `bool` `LSODE::_loadInstance` (
 `std::map< std::string, std::string > * fields`) `[protected]`, `[virtual]`

Reimplemented from [ModelComponent](#).

6.71.3.3 `_onDispatchEvent()` `void` `LSODE::_onDispatchEvent` (
 `Entity * entity`,
 `unsigned int inputNumber`) `[protected]`, `[virtual]`

Implements [ModelComponent](#).

6.71.3.4 `_saveInstance()` `std::map< std::string, std::string > * LODE::_saveInstance` (
 `bool saveDefaultValues`) `[protected]`, `[virtual]`

Reimplemented from [ModelComponent](#).

6.71.3.5 `getDiffEquations()` `List< std::string > * LODE::getDiffEquations` () `const`

6.71.3.6 `getFilename()` `std::string LODE::getFilename` () `const`

6.71.3.7 `GetPluginInformation()` `PluginInformation * LODE::GetPluginInformation` () `[static]`

6.71.3.8 `getStep()` `double LODE::getStep` () `const`

6.71.3.9 `getTimeVariable()` `Variable * LODE::getTimeVariable` () `const`

6.71.3.10 `getVariable()` `Variable * LODE::getVariable () const`

6.71.3.11 `LoadInstance()` `ModelComponent * LODE::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.71.3.12 `NewInstance()` `ModelDataDefinition * LODE::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.71.3.13 `setFilename()` `void LODE::setFilename (`
`std::string filename)`

6.71.3.14 `setStep()` `void LODE::setStep (`
`double _step)`

6.71.3.15 `setTimeVariable()` `void LODE::setTimeVariable (`
`Variable * _timeVariable)`

6.71.3.16 `setVariable()` `void LODE::setVariable (`
`Variable * _variables)`

6.71.3.17 `show()` `std::string LODE::show () [virtual]`

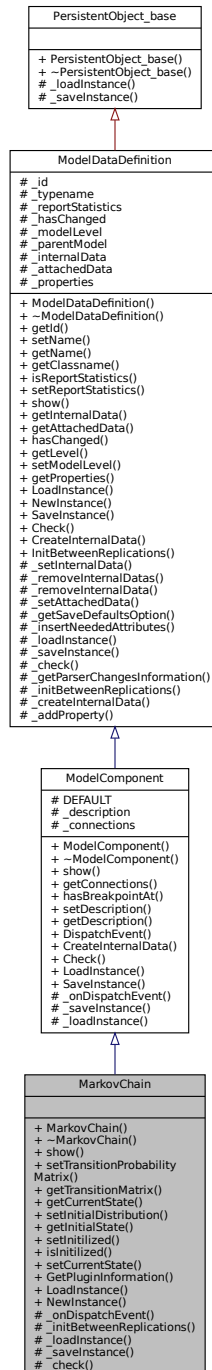
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/LODE.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/LODE.cpp`

6.72 MarkovChain Class Reference

Inheritance diagram for MarkovChain:



Public Member Functions

- [MarkovChain](#) ([Model](#) *model, std::string name="")
- virtual [~MarkovChain](#) ()=default
- virtual std::string [show](#) ()

- void [setTransitionProbabilityMatrix](#) ([Variable](#) * _transitionMatrix)
- [Variable](#) * [getTransitionMatrix](#) () const
- [Variable](#) * [getCurrentState](#) () const
- void [setInitialDistribution](#) ([Variable](#) * _initialDistribution)
- [Variable](#) * [getInitialState](#) () const
- void [setIntialized](#) (bool _Intialized)
- bool [isIntialized](#) () const
- void [setCurrentState](#) ([Variable](#) * _currentState)

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual void [_initBetweenReplications](#) ()
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.72.1 Constructor & Destructor Documentation

6.72.1.1 MarkovChain() `MarkovChain::MarkovChain (`
 [Model](#) * *model*,
 std::string *name* = "")

6.72.1.2 ~MarkovChain() `virtual MarkovChain::~~MarkovChain ()` [virtual], [default]

6.72.2 Member Function Documentation

6.72.2.1 _check() `bool MarkovChain::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.72.2.2 _initBetweenReplications() `void MarkovChain::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.72.2.3 _loadInstance() `bool MarkovChain::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.72.2.4 _onDispatchEvent() `void MarkovChain::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.72.2.5 _saveInstance() `std::map< std::string, std::string > * MarkovChain::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.72.2.6 getCurrentState() `Variable * MarkovChain::getCurrentState () const`

6.72.2.7 getInitialState() `Variable * MarkovChain::getInitialState () const`

6.72.2.8 GetPluginInformation() `PluginInformation * MarkovChain::GetPluginInformation () [static]`

6.72.2.9 getTransitionMatrix() `Variable * MarkovChain::getTransitionMatrix () const`

6.72.2.10 isIntialized() `bool MarkovChain::isIntialized () const`

6.72.2.11 LoadInstance() `ModelComponent * MarkovChain::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.72.2.12 NewInstance() `ModelDataDefinition * MarkovChain::NewInstance (Model * model, std::string name = "") [static]`

6.72.2.13 setCurrentState() `void MarkovChain::setCurrentState (Variable * _currentState)`

6.72.2.14 setInitialDistribution() `void MarkovChain::setInitialDistribution (Variable * _initialDistribution)`

6.72.2.15 setInitalized() `void MarkovChain::setInitalized (bool _initalized)`

6.72.2.16 setTransitionProbabilityMatrix() `void MarkovChain::setTransitionProbabilityMatrix (Variable * _transitionMatrix)`

6.72.2.17 show() `std::string MarkovChain::show () [virtual]`

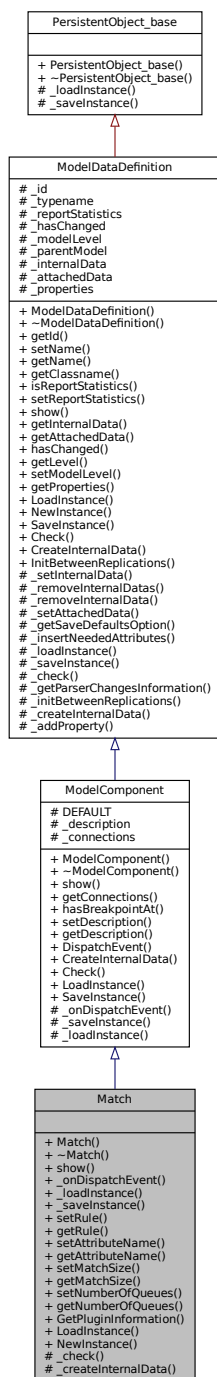
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/MarkovChain.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/MarkovChain.cpp`

6.73 Match Class Reference

Inheritance diagram for Match:



Public Types

- enum class **Rule** : int { **Any** = 0 , **ByAttribute** = 1 }

Public Member Functions

- [Match](#) ([Model](#) *model, std::string name="")
- virtual [~Match](#) ()=default
- virtual std::string [show](#) ()
- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- void [setRule](#) ([Match::Rule](#) _rule)
- [Match::Rule](#) [getRule](#) () const
- void [setAttributeName](#) (std::string _attributeName)
- std::string [getAttributeName](#) () const
- void [setMatchSize](#) (std::string _matchSize)
- std::string [getMatchSize](#) () const
- void [setNumberOfQueues](#) (unsigned int _numberOfQueues)
- unsigned int [getNumberOfQueues](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members**6.73.1 Detailed Description**

[Match](#) module DESCRIPTION The [Match](#) module brings together a specified number of entities waiting in different queues. The match may be accomplished when there is at least one entity in each of the desired queues. Additionally, an attribute may be specified such that the entities waiting in the queues must have the same attribute values before the match is initiated. When an entity arrives at the [Match](#) module, it is placed in one of up to five associated queues, based on the entry point to which it is connected. Entities will remain in their respective queues until a match exists. Once a match exists, one entity from each queue is released to be matched. The matched entities are then synchronized to depart from the module. TYPICAL USES Assembling a part Gathering various products for a customer order Synchronizing a customer exit with a filled order Prompt Description Name Unique module identifier displayed on the module shape. Number to [Match](#) Number of matching entities that must reside in different queues before a match may be completed. Type Method for matching the incoming entities. If Type is Any Entities, one entity must reside in each queue for a match to be made. If Type is Based on [Attribute](#), one entity must reside in each queue with the same attribute value. [Attribute](#) Name [Attribute](#) name that is used for identifying an arriving entity's match value. Applies only when Type is Based on [Attribute](#).

6.73.2 Member Enumeration Documentation**6.73.2.1 Rule** enum [Match::Rule](#) : int [strong]

Enumerator

Any	
ByAttribute	

6.73.3 Constructor & Destructor Documentation

6.73.3.1 Match() `Match::Match (
Model * model,
std::string name = "")`

6.73.3.2 ~Match() `virtual Match::~Match () [virtual], [default]`

6.73.4 Member Function Documentation

6.73.4.1 _check() `bool Match::_check (
std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.73.4.2 _createInternalData() `void Match::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.73.4.3 _loadInstance() `bool Match::_loadInstance (
std::map< std::string, std::string > * fields) [virtual]`

Reimplemented from [ModelComponent](#).

6.73.4.4 `_onDispatchEvent()` `void Match::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [virtual]`

Implements [ModelComponent](#).

6.73.4.5 `_saveInstance()` `std::map< std::string, std::string > * Match::_saveInstance (`
 `bool saveDefaultValues) [virtual]`

Reimplemented from [ModelComponent](#).

6.73.4.6 `getAttributeName()` `std::string Match::getAttributeName () const`

6.73.4.7 `getMatchSize()` `std::string Match::getMatchSize () const`

6.73.4.8 `getNumberOfQueues()` `unsigned int Match::getNumberOfQueues () const`

6.73.4.9 `GetPluginInformation()` `PluginInformation * Match::GetPluginInformation () [static]`

6.73.4.10 `getRule()` `Match::Rule Match::getRule () const`

6.73.4.11 `LoadInstance()` `ModelComponent * Match::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.73.4.12 `NewInstance()` `ModelDataDefinition * Match::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.73.4.13 setAttributeName() void Match::setAttributeName (
std::string _attributeName)

6.73.4.14 setMatchSize() void Match::setMatchSize (
std::string _matchSize)

6.73.4.15 setNumberOfQueues() void Match::setNumberOfQueues (
unsigned int _numberOfQueues)

6.73.4.16 setRule() void Match::setRule (
Match::Rule _rule)

6.73.4.17 show() std::string Match::show () [virtual]

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Match.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Match.cpp](#)

6.74 Model Class Reference

Public Member Functions

- [Model](#) ([Simulator](#) *simulator, unsigned int level=0)
- virtual [~Model](#) ()=default
- bool [save](#) (std::string filename)
- bool [load](#) (std::string filename)
- bool [check](#) ()
Checks the integrity and consistency of the model, possibly corrects some inconsistencies, and returns if the model is in position to the simulated.
- void [clear](#) ()
- void [show](#) ()
- bool [insert](#) ([ModelDataDefinition](#) *elemOrComp)
Insert a new [ModelDataDefinition](#) or [ModelComponent](#) into the model (since 20191015). It's a generic access to ComponentManager->[insert\(\)](#) or ModelData->[insert\(\)](#)
- void [remove](#) ([ModelDataDefinition](#) *elemOrComp)
Remove a new [ModelDataDefinition](#) or [ModelComponent](#) into the model (since 20191015). It's a generic access to ComponentManager->[remove\(\)](#) or ModelData->[remove\(\)](#)

- [Entity](#) * [createEntity](#) (std::string name, bool insertIntoModel=true)
- void [removeEntity](#) ([Entity](#) *entity)
- void [sendEntityToComponent](#) ([Entity](#) *entity, [Connection](#) *connection, double timeDelay=0.0)

Used by components ([ModelComponent](#)) to send entities to another specific component, usually the next one connected to it, or used by the model itself, when processing an event ([Event](#)).
- void [sendEntityToComponent](#) ([Entity](#) *entity, [ModelComponent](#) *component, double timeDelay=0.0, unsigned int componentInputNumber=0)

Used by components ([ModelComponent](#)) to send entities to another specific component, usually the next one connected to it, or used by the model itself, when processing an event ([Event](#)).
- double [parseExpression](#) (const std::string expression)

Invokes the parser to evaluate tyhe expression. Result is always a double, even if expression has syntatic errors (returns 0)
- double [parseExpression](#) (const std::string expression, bool *success, std::string *errorMessage)

Invokes the parser to evaluate tyhe expression. Result is always a double, even if expression has syntatic errors (returns 0). Explicitly informs if there was an error.
- bool [checkExpression](#) (const std::string expression, const std::string expressionName, std::string *error↵ Message)

This is invoked by ModelComponents and ModelDatas in their private method _check() to verify if an expression defined by user is valid or not.
- [Util::identification](#) [getId](#) () const
- bool [hasChanged](#) () const
- [OnEventManager](#) * [getOnEvents](#) () const

Provides access to the class that manages events generated by the model, such as the beggining of a new simulation or replication, the processig of an event and much more.
- [ModelDataManager](#) * [getDataManager](#) () const

Provides access to the class that manages the most basic elements of the simulation model (such as queues, re-sources, variables, etc.).
- [ComponentManager](#) * [getComponents](#) () const
- [ModelInfo](#) * [getInfos](#) () const
- [Simulator](#) * [getParentSimulator](#) () const
- [ModelSimulation](#) * [getSimulation](#) () const

Provides access to the class that manages the model simulation.
- [List](#)< [Event](#) * > * [getFutureEvents](#) () const

The future events list chronologically sorted; Events are scheduled by components when processing other events, and a replication evolves over time by sequentially processing the very first event in this list. It's initialized with events first described by source components ([SourceComponentModel](#)).
- [List](#)< [PropertyBase](#) * > * [getResponses](#) () const
- [List](#)< [PropertyBase](#) * > * [getControls](#) () const
- void [setTracer](#) ([TraceManager](#) * _traceManager)
- [TraceManager](#) * [getTracer](#) () const
- [ModelPersistence_if](#) * [getPersistence](#) () const
- void [setAutomaticallyCreatesModelDataDefinitions](#) (bool _automaticallyCreatesModelDataDefinitions)
- bool [isAutomaticallyCreatesModelDataDefinitions](#) () const
- unsigned int [getLevel](#) () const

Provides access to the class that performs the trace of simulation and replications.

6.74.1 Detailed Description

[Model](#) is probably the most important class of Genesys kernel. It represents a discrete event-driven simulation model. Each model is responsible for controlling its own simulation, ie, for sequentially processing events and collecting statistical results. A model is mainly represented by a collection of components ([ModelComponent](#)), adequately configurated and connected, and a collection of under layered modeldatum ([ModelDataDefinition](#)).

6.74.2 Constructor & Destructor Documentation

6.74.2.1 Model() `Model::Model (`
 `Simulator * simulator,`
 `unsigned int level = 0)`

The future events list must be chronologically sorted

Events are sorted chronologically

6.74.2.2 ~Model() `virtual Model::~~Model () [virtual], [default]`

6.74.3 Member Function Documentation

6.74.3.1 check() `bool Model::check ()`

Checks the integrity and consistency of the model, possibly corrects some inconsistencies, and returns if the model is in position to the simulated.

6.74.3.2 checkExpression() `bool Model::checkExpression (`
 `const std::string expression,`
 `const std::string expressionName,`
 `std::string * errorMessage)`

This is invoked by ModelComponents and ModelDatas in their private method `_check()` to verify if an expression defined by user is valid or not.

6.74.3.3 clear() `void Model::clear ()`

6.74.3.4 createEntity() `Entity * Model::createEntity (`
 `std::string name,`
 `bool insertIntoModel = true)`

6.74.3.5 getComponents() `ComponentManager * Model::getComponents () const`

6.74.3.6 `getControls()` `List< PropertyBase * > * Model::getControls () const`

6.74.3.7 `getDataManager()` `ModelDataManager * Model::getDataManager () const`

Provides access to the class that manages the most basic elements of the simulation model (such as queues, resources, variables, etc.).

6.74.3.8 `getFutureEvents()` `List< Event * > * Model::getFutureEvents () const`

The future events list chronologically sorted; Events are scheduled by components when processing other events, and a replication evolves over time by sequentially processing the very first event in this list. It's initialized with events first described by source components (SourceComponentModel).

6.74.3.9 `getId()` `Util::identification Model::getId () const`

6.74.3.10 `getInfos()` `ModelInfo * Model::getInfos () const`

6.74.3.11 `getLevel()` `unsigned int Model::getLevel () const`

Provides access to the class that performs the trace of simulation and replications.

6.74.3.12 `getOnEvents()` `OnEventManager * Model::getOnEvents () const`

Provides access to the class that manages events generated by the model, such as the beginning of a new simulation or replication, the processing of an event and much more.

6.74.3.13 `getParentSimulator()` `Simulator * Model::getParentSimulator () const`

6.74.3.14 `getPersistence()` `ModelPersistence_if * Model::getPersistence () const`

6.74.3.15 `getResponses()` `List< PropertyBase * > * Model::getResponses () const`

6.74.3.16 `getSimulation()` `ModelSimulation * Model::getSimulation () const`

Provides access to the class that manages the model simulation.

6.74.3.17 `getTracer()` `TraceManager * Model::getTracer () const`

6.74.3.18 `hasChanged()` `bool Model::hasChanged () const`

6.74.3.19 `insert()` `bool Model::insert (`
`ModelDataDefinition * elemOrComp)`

Insert a new [ModelDataDefinition](#) or [ModelComponent](#) into the model (since 20191015). It's a generic access to `ComponentManager->insert()` or `ModelData->insert()`

6.74.3.20 `isAutomaticallyCreatesModelDataDefinitions()` `bool Model::isAutomaticallyCreatesModel↔`
`DataDefinitions () const`

6.74.3.21 `load()` `bool Model::load (`
`std::string filename)`

6.74.3.22 `parseExpression()` [1/2] `double Model::parseExpression (`
`const std::string expression)`

Invokes the parser to evaluate tyhe expression. Result is always a double, even if expression has syntatic errors (returns 0)

6.74.3.23 parseExpression() [2/2] `double Model::parseExpression (`
 `const std::string expression,`
 `bool * success,`
 `std::string * errorMessage)`

Invokes the parser to evaluate tyhe expression. Result is always a double, even if expression has syntatic errors (returns 0). Explicitly informs if there was an error.

6.74.3.24 remove() `void Model::remove (`
 `ModelDataDefinition * elemOrComp)`

Remove a new [ModelDataDefinition](#) or [ModelComponent](#) into the model (since 20191015). It's a generic access to `ComponentManager->remove()` or `ModelData->remove()`

6.74.3.25 removeEntity() `void Model::removeEntity (`
 `Entity * entity)`

6.74.3.26 save() `bool Model::save (`
 `std::string filename)`

6.74.3.27 sendEntityToComponent() [1/2] `void Model::sendEntityToComponent (`
 `Entity * entity,`
 `Connection * connection,`
 `double timeDelay = 0.0)`

Used by components ([ModelComponent](#)) to send entities to another specific component, usually the next one connected to it, or used by the model itself, when processing an event ([Event](#)).

6.74.3.28 sendEntityToComponent() [2/2] `void Model::sendEntityToComponent (`
 `Entity * entity,`
 `ModelComponent * component,`
 `double timeDelay = 0.0,`
 `unsigned int componentInputNumber = 0)`

Used by components ([ModelComponent](#)) to send entities to another specific component, usually the next one connected to it, or used by the model itself, when processing an event ([Event](#)).

6.74.3.29 setAutomaticallyCreatesModelDataDefinitions() `void Model::setAutomaticallyCreatesModelDataDefinitions (bool _automaticallyCreatesModelDataDefinitions)`

6.74.3.30 setTracer() `void Model::setTracer (TraceManager * _traceManager)`

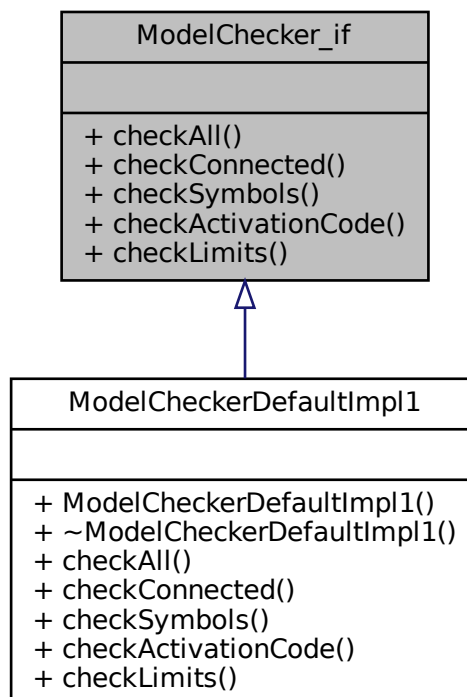
6.74.3.31 show() `void Model::show ()`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[Model.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[Model.cpp](#)

6.75 ModelChecker_if Class Reference

Inheritance diagram for ModelChecker_if:



Public Member Functions

- virtual bool [checkAll](#) ()=0
- virtual bool [checkConnected](#) ()=0
- virtual bool [checkSymbols](#) ()=0
- virtual bool [checkActivationCode](#) ()=0
- virtual bool [checkLimits](#) ()=0

6.75.1 Detailed Description

The ModelChecker is responsible for verifying the model consistency, fixing inconsistencies whenever possible

6.75.2 Member Function Documentation

6.75.2.1 [checkActivationCode\(\)](#) `virtual bool ModelChecker_if::checkActivationCode () [pure virtual]`

Checks if user-defined strings for symbols required by components, usually expressions or functions, are valid or references existing and valid elements.

Implemented in [ModelCheckerDefaultImpl1](#).

6.75.2.2 [checkAll\(\)](#) `virtual bool ModelChecker_if::checkAll () [pure virtual]`

Implemented in [ModelCheckerDefaultImpl1](#).

6.75.2.3 [checkConnected\(\)](#) `virtual bool ModelChecker_if::checkConnected () [pure virtual]`

Invokes all other checks and returns true only if all of them returned true

Implemented in [ModelCheckerDefaultImpl1](#).

6.75.2.4 [checkLimits\(\)](#) `virtual bool ModelChecker_if::checkLimits () [pure virtual]`

Checks if the installed version has acquired a valid activation code for commercial use

Implemented in [ModelCheckerDefaultImpl1](#).

6.75.2.5 checkSymbols() `virtual bool ModelChecker_if::checkSymbols () [pure virtual]`

Checks if components are consistently connected to other to form a valid process-oriented model, describing how entities proceed to the flow

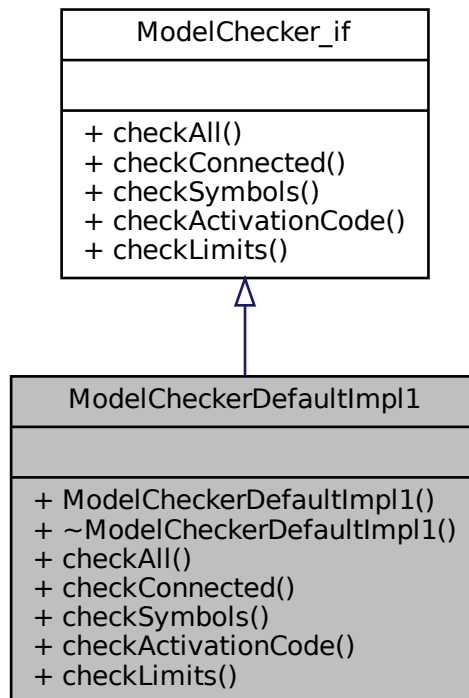
Implemented in [ModelCheckerDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelChecker_if.h`

6.76 ModelCheckerDefaultImpl1 Class Reference

Inheritance diagram for ModelCheckerDefaultImpl1:



Public Member Functions

- [ModelCheckerDefaultImpl1](#) ([Model](#) *model)
- `virtual ~ModelCheckerDefaultImpl1 ()=default`
- `virtual bool checkAll ()`
- `virtual bool checkConnected ()`
- `virtual bool checkSymbols ()`
- `virtual bool checkActivationCode ()`
- `virtual bool checkLimits ()`

6.76.1 Constructor & Destructor Documentation

6.76.1.1 ModelCheckerDefaultImpl1() `ModelCheckerDefaultImpl1::ModelCheckerDefaultImpl1 (
 Model * model)`

6.76.1.2 ~ModelCheckerDefaultImpl1() `virtual ModelCheckerDefaultImpl1::~~ModelCheckerDefaultImpl1 () [virtual], [default]`

6.76.2 Member Function Documentation

6.76.2.1 checkActivationCode() `bool ModelCheckerDefaultImpl1::checkActivationCode () [virtual]`

Checks if user-defined strings for symbols required by components, usually expressions or functions, are valid or references existing and valid elements.

Implements [ModelChecker_if](#).

6.76.2.2 checkAll() `bool ModelCheckerDefaultImpl1::checkAll () [virtual]`

Implements [ModelChecker_if](#).

6.76.2.3 checkConnected() `bool ModelCheckerDefaultImpl1::checkConnected () [virtual]`

Invokes all other checks and returns true only if all of them returned true

Implements [ModelChecker_if](#).

6.76.2.4 checkLimits() `bool ModelCheckerDefaultImpl1::checkLimits () [virtual]`

Checks if the installed version has acquired a valid activation code for commercial use

Implements [ModelChecker_if](#).

6.76.2.5 checkSymbols() `bool ModelCheckerDefaultImpl1::checkSymbols () [virtual]`

Checks if components are consistently connected to other to form a valid process-oriented model, describing how entities proceed to the flow

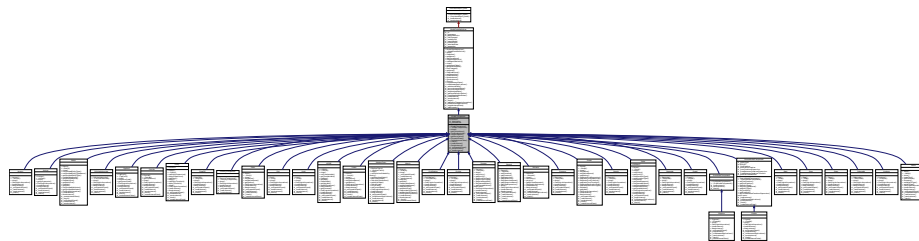
Implements [ModelChecker_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelCheckerDefaultImpl1.cpp`

6.77 ModelComponent Class Reference

Inheritance diagram for ModelComponent:



Classes

- struct [DEFAULT_VALUES](#)

Public Member Functions

- [ModelComponent](#) ([Model](#) *model, std::string componentTypename, std::string name="")
- virtual [~ModelComponent](#) ()
- virtual std::string [show](#) ()
- [ConnectionManager](#) * [getConnections](#) () const
Returns a list of components directly connected to the output. Usually the components have a single output, but they may have none (such as [Dispose](#)) or more than one (as [Decide](#)). In addition to the component, NextComponents specifies the inputNumber of the next component where the entity will be sent to. Usually the components have a single input, but they may have none (such as [Create](#)) or more than one (as [Match](#)).
- bool [hasBreakpointAt](#) ()
- void [setDescription](#) (std::string _description)
- std::string [getDescription](#) () const

Static Public Member Functions

- static void [DispatchEvent](#) ([Event](#) *event)
This method triggers the simulation of the behavior of the component. It is invoked when an event (corresponding to this component) is taken from the list of future events or when an entity arrives at this component by connection.
- static void [CreateInternalData](#) ([ModelComponent](#) *component)
- static bool [Check](#) ([ModelComponent](#) *component)
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static std::map< std::string, std::string > * [SaveInstance](#) ([ModelComponent](#) *component)

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)=0
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)

Protected Attributes

- const struct [ModelComponent::DEFAULT_VALUES](#) DEFAULT
- std::string [_description](#) = DEFAULT.description
- [ConnectionManager](#) * [_connections](#) = new [ConnectionManager](#)()

6.77.1 Detailed Description

A component of the model is a block that represents a specific behavior to be simulated. The behavior is triggered when an entity arrives at the component, which corresponds to the occurrence of an event. A simulation model corresponds to a set of interconnected components to form the process by which the entity is submitted.

Parameters

<i>model</i>	The model this component belongs to
--------------	-------------------------------------

6.77.2 Constructor & Destructor Documentation

6.77.2.1 ModelComponent() `ModelComponent::ModelComponent (
Model * model,
std::string componentTypename,
std::string name = "")`

6.77.2.2 ~ModelComponent() `ModelComponent::~~ModelComponent () [virtual]`

6.77.3 Member Function Documentation

6.77.3.1 _loadInstance() `bool ModelComponent::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [SourceModelComponent](#), and [SinkModelComponent](#).

6.77.3.2 `_onDispatchEvent()` `virtual void ModelComponent::_onDispatchEvent (`
 [Entity](#) * *entity*,
 unsigned int *inputNumber*) [protected], [pure virtual]

Implemented in [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), and [Access](#).

6.77.3.3 `_saveInstance()` `std::map< std::string, std::string > * ModelComponent::_saveInstance`
(
 bool *saveDefaultValues*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [SourceModelComponent](#), and [SinkModelComponent](#).

6.77.3.4 `Check()` `bool ModelComponent::Check (`
 [ModelComponent](#) * *component*) [static]

6.77.3.5 `CreateInternalData()` `void ModelComponent::CreateInternalData (`
 [ModelComponent](#) * *component*) [static]

6.77.3.6 `DispatchEvent()` `void ModelComponent::DispatchEvent (`
 [Event](#) * *event*) [static]

This method triggers the simulation of the behavior of the component. It is invoked when an event (corresponding to this component) is taken from the list of future events or when an entity arrives at this component by connection.

6.77.3.7 `getConnections()` `ConnectionManager * ModelComponent::getConnections () const`

Returns a list of components directly connected to the output. Usually the components have a single output, but they may have none (such as [Dispose](#)) or more than one (as [Decide](#)). In addition to the component, [NextComponents](#) specifies the `inputNumber` of the next component where the entity will be sent to. Usually the components have a single input, but they may have none (such as [Create](#)) or more than one (as [Match](#)).

6.77.3.8 getDescription() `std::string ModelComponent::getDescription () const`

6.77.3.9 hasBreakpointAt() `bool ModelComponent::hasBreakpointAt ()`

6.77.3.10 LoadInstance() `static ModelComponent* ModelComponent::LoadInstance (
 Model * model,
 std::map< std::string, std::string > * fields) [static]`

6.77.3.11 SaveInstance() `std::map< std::string, std::string > * ModelComponent::SaveInstance (
 ModelComponent * component) [static]`

6.77.3.12 setDescription() `void ModelComponent::setDescription (
 std::string _description)`

6.77.3.13 show() `std::string ModelComponent::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), and [SourceModelComponent](#).

6.77.4 Member Data Documentation

6.77.4.1 _connections `ConnectionManager* ModelComponent::_connections = new ConnectionManager() [protected]`

6.77.4.2 _description `std::string ModelComponent::_description = DEFAULT.description [protected]`

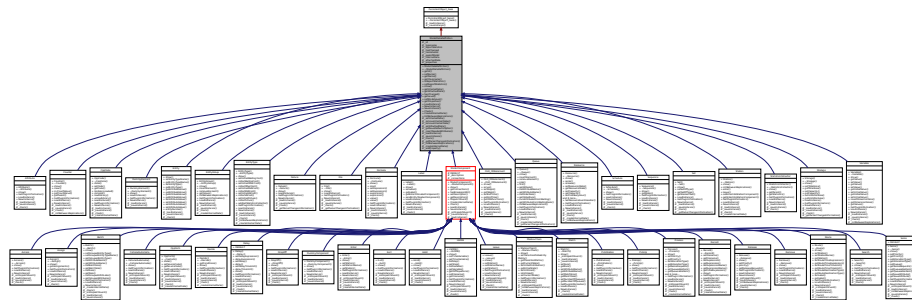
6.77.4.3 DEFAULT `const struct ModelComponent::DEFAULT_VALUES ModelComponent::DEFAULT [protected]`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelComponent.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelComponent.cpp](#)

6.78 ModelDataDefinition Class Reference

Inheritance diagram for ModelDataDefinition:



Public Member Functions

- [ModelDataDefinition](#) ([Model](#) *model, std::string datadefinitionTypename, std::string name="", bool insertIntoModel=true)
- virtual [~ModelDataDefinition](#) ()
- [Util::identification getId](#) () const
- void [setName](#) (std::string name)
- std::string [getName](#) () const
- std::string [getClassname](#) () const
- bool [isReportStatistics](#) () const
- void [setReportStatistics](#) (bool reportStatistics)
- virtual std::string [show](#) ()
- std::map< std::string, [ModelDataDefinition](#) * > * [getInternalData](#) () const
- std::map< std::string, [ModelDataDefinition](#) * > * [getAttachedData](#) () const
- bool [hasChanged](#) () const
- unsigned int [getLevel](#) () const
- void [setModelLevel](#) (unsigned int _modelLevel)
- std::list< [PropertyBase](#) * > * [getProperties](#) () const

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields, bool insertIntoModel)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")
- static std::map< std::string, std::string > * [SaveInstance](#) ([ModelDataDefinition](#) *modeldatum)
- static bool [Check](#) ([ModelDataDefinition](#) *modeldatum, std::string *errorMessage)
- static void [CreateInternalData](#) ([ModelDataDefinition](#) *modeldatum)
- static void [InitBetweenReplications](#) ([ModelDataDefinition](#) *modeldatum)

Protected Member Functions

- void `_setInternalData` (std::string key, [ModelDataDefinition](#) *child)
- void `_removeInternalDatas` ()
- void `_removeInternalData` (std::string key)
- void `_setAttachedData` (std::string key, [ModelDataDefinition](#) *data)
- bool `_getSaveDefaultsOption` ()
- void `_insertNeededAttributes` (std::vector< std::string > neededNames)
- virtual bool `_loadInstance` (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * `_saveInstance` (bool saveDefaultValues)
- virtual bool `_check` (std::string *errorMessage)
- virtual [ParserChangesInformation](#) * `_getParserChangesInformation` ()
- virtual void `_initBetweenReplications` ()
- virtual void `_createInternalData` ()
- virtual void `_addProperty` ([PropertyBase](#) *property)

Protected Attributes

- [Util::identification](#) `_id`
- std::string `_typename`
- bool `_reportStatistics`
- bool `_hasChanged`
- unsigned int `_modelLevel` = 0
- [Model](#) * `_parentModel`
- std::map< std::string, [ModelDataDefinition](#) * > * `_internalData` = new std::map<std::string, [ModelDataDefinition](#)*>()
- std::map< std::string, [ModelDataDefinition](#) * > * `_attachedData` = new std::map<std::string, [ModelDataDefinition](#)*>()
- std::list< [PropertyBase](#) * > * `_properties` = new std::list<[PropertyBase](#)*>()

6.78.1 Detailed Description

This class is the basis for any modeldatum of the model (such as [Queue](#), [Resource](#), [Variable](#), etc.) and also for any component of the model. It has the infrastructure to read and write on file and to verify symbols.

6.78.2 Constructor & Destructor Documentation

6.78.2.1 [ModelDataDefinition](#)() `ModelDataDefinition::ModelDataDefinition (`
`Model * model,`
`std::string datadefinitionTypename,`
`std::string name = "",`
`bool insertIntoModel = true)`

6.78.2.2 `~ModelDataDefinition()` `ModelDataDefinition::~ModelDataDefinition ()` [virtual]

6.78.3 Member Function Documentation

6.78.3.1 `_addProperty()` `void ModelDataDefinition::_addProperty (`
`PropertyBase * property) [protected], [virtual]`

6.78.3.2 `_check()` `bool ModelDataDefinition::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODEelement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [SinkModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

6.78.3.3 `_createInternalData()` `void ModelDataDefinition::_createInternalData () [protected],`
`[virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal [StatisticsCollectors](#), since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented in [Station](#), [Resource](#), [Queue](#), [EntityGroup](#), [CppCode](#), [Route](#), [Record](#), [Process](#), [Match](#), [Leave](#), [Enter](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [Batch](#), [SourceModelComponent](#), and [EntityType](#).

6.78.3.4 `_getParserChangesInformation()` `ParserChangesInformation * ModelDataDefinition::_get↔`
`ParserChangesInformation () [protected], [virtual]`

This method returns all changes in the parser that are needed by plugins of this ModelData. When connecting a new plugin, [ParserChangesInformation](#) are used to change parser source code, which is after compiled and dynamically linked to to simulator kernel to reflect the changes

Reimplemented in [Storage](#), [Set](#), [Queue](#), [File](#), and [Failure](#).

6.78.3.5 `_getSaveDefaultsOption()` `bool ModelDataDefinition::_getSaveDefaultsOption () [protected]`

6.78.3.6 _initBetweenReplications() `void ModelDataDefinition::_initBetweenReplications () [protected], [virtual]`

Reimplemented in [Variable](#), [Resource](#), [Write](#), [Seize](#), [Release](#), [MarkovChain](#), [Dispose](#), [Create](#), [SourceModelComponent](#), [EntityType](#), and [Counter](#).

6.78.3.7 _insertNeededAttributes() `void ModelDataDefinition::_insertNeededAttributes (std::vector< std::string > neededNames) [protected]`

6.78.3.8 _loadInstance() `bool ModelDataDefinition::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Implements [PersistentObject_base](#).

Reimplemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [DummyElement](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODEelement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [SinkModelComponent](#), [ModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

6.78.3.9 _removeInternalData() `void ModelDataDefinition::_removeInternalData (std::string key) [protected]`

6.78.3.10 _removeInternalDatas() `void ModelDataDefinition::_removeInternalDatas () [protected]`

6.78.3.11 _saveInstance() `std::map< std::string, std::string > * ModelDataDefinition::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Implements [PersistentObject_base](#).

Reimplemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [DummyElement](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODEelement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [SinkModelComponent](#), [ModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

6.78.3.12 `_setAttachedData()` `void ModelDataDefinition::_setAttachedData (`
 `std::string key,`
 `ModelDataDefinition * data) [protected]`

6.78.3.13 `_setInternalData()` `void ModelDataDefinition::_setInternalData (`
 `std::string key,`
 `ModelDataDefinition * child) [protected]`

6.78.3.14 `Check()` `bool ModelDataDefinition::Check (`
 `ModelDataDefinition * modeldatum,`
 `std::string * errorMessage) [static]`

This class method takes an instance of a [ModelDataDefinition](#) and invokes the private method `_check()` method of that instance, which checks itself

6.78.3.15 `CreateInternalData()` `void ModelDataDefinition::CreateInternalData (`
 `ModelDataDefinition * modeldatum) [static]`

This class method is responsible for invoking the protected method `_check()` of the instance `modeldatum`, which creates any internal [ModelDataDefinition](#) (such as `internalElements`) or even other external needed `ModelDatas`, such as attributes or variables

6.78.3.16 `getAttachedData()` `std::map< std::string, ModelDataDefinition * > * ModelDataDefinition↔`
`::getAttachedData () const`

6.78.3.17 `getClassname()` `std::string ModelDataDefinition::getClassname () const`

6.78.3.18 `getId()` `Util::identification ModelDataDefinition::getId () const`

6.78.3.19 `getInternalData()` `std::map< std::string, ModelDataDefinition * > * ModelDataDefinition↔`
`::getInternalData () const`

Returns a list of keys (names) of internal `ModelDatas`, such as `Counters`, `StatisticsCollectors` and others. `Children↔`
`Elements` are `ModelDatas` used by this [ModelDataDefinition](#) that are needed before model checking

6.78.3.20 `getLevel()` `unsigned int ModelDataDefinition::getLevel () const`

6.78.3.21 getName() `std::string ModelDataDefinition::getName () const`

6.78.3.22 getProperties() `std::list< PropertyBase * > * ModelDataDefinition::getProperties () const`

6.78.3.23 hasChanged() `bool ModelDataDefinition::hasChanged () const`

6.78.3.24 InitBetweenReplications() `void ModelDataDefinition::InitBetweenReplications (ModelDataDefinition * modelDatum) [static]`

6.78.3.25 isReportStatistics() `bool ModelDataDefinition::isReportStatistics () const`

Return true if this [ModelDataDefinition](#) generates statics for simulation reports

6.78.3.26 LoadInstance() `ModelDataDefinition * ModelDataDefinition::LoadInstance (Model * model, std::map< std::string, std::string > * fields, bool insertIntoModel) [static]`

This class method receives a map of fields readed from a file (or somewhere else) creates an instance of the [ModelDataDefinition](#) and invokes the protected method `_loadInstance()` of that instance, which fills the field values. The instance can be automatically inserted into the simulation model if required

6.78.3.27 NewInstance() `ModelDataDefinition * ModelDataDefinition::NewInstance (Model * model, std::string name = "") [static]`

This class method invokes the constructor and returns a new instance (that demands a typecast to the right sub-class). It is used to construct a new instance when plugins are connected using dynamic loaded libraries

6.78.3.28 SaveInstance() `std::map< std::string, std::string > * ModelDataDefinition::SaveInstance (ModelDataDefinition * modelDatum) [static]`

This class method takes an instance of a [ModelDataDefinition](#), invokes the protected method `_saveInstance()` of that instance and returns a map of fields (name=value) that can be saved on a file (or somewhere else)

6.78.3.29 setModelLevel() `void ModelDataDefinition::setModelLevel (unsigned int _modelLevel)`

6.78.3.30 setName() `void ModelDataDefinition::setName (`
 `std::string name)`

6.78.3.31 setReportStatistics() `void ModelDataDefinition::setReportStatistics (`
 `bool reportStatistics)`

Defines if this [ModelDataDefinition](#) generates statics for simulation reports

6.78.3.32 show() `std::string ModelDataDefinition::show ()` [virtual]

Reimplemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [DummyElement](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODEelement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [ModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

6.78.4 Member Data Documentation

6.78.4.1 _attachedData `std::map<std::string, ModelDataDefinition*>* ModelDataDefinition::_↔`
`attachedData = new std::map<std::string, ModelDataDefinition*>() [protected]`

6.78.4.2 _hasChanged `bool ModelDataDefinition::_hasChanged [protected]`

6.78.4.3 _id `Util::identification ModelDataDefinition::_id [protected]`

6.78.4.4 _internalData `std::map<std::string, ModelDataDefinition*>* ModelDataDefinition::_↔`
`internalData = new std::map<std::string, ModelDataDefinition*>() [protected]`

6.78.4.5 _modelLevel `unsigned int ModelDataDefinition::_modelLevel = 0 [protected]`

6.78.4.6 _parentModel `Model* ModelDataDefinition::_parentModel [protected]`

6.78.4.7 `_properties` `std::list<PropertyBase*>* ModelDataDefinition::_properties = new std::list<PropertyBase*>()` [protected]

6.78.4.8 `_reportStatistics` `bool ModelDataDefinition::_reportStatistics` [protected]

6.78.4.9 `_typename` `std::string ModelDataDefinition::_typename` [protected]

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelDataDefinition.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelDataDefinition.cpp](#)

6.79 ModelDataManager Class Reference

Public Member Functions

- [ModelDataManager](#) ([Model](#) *model)
- virtual [~ModelDataManager](#) ()=default
- bool [insert](#) ([ModelDataDefinition](#) *anElement)
- void [remove](#) ([ModelDataDefinition](#) *anElement)
- *Deprecated.*
- bool [insert](#) (std::string datadefinitionTypename, [ModelDataDefinition](#) *anElement)
- *Deprecated.*
- void [remove](#) (std::string datadefinitionTypename, [ModelDataDefinition](#) *anElement)
- bool [check](#) (std::string datadefinitionTypename, [ModelDataDefinition](#) *anElement, std::string expressionName, std::string *errorMessage)
- bool [check](#) (std::string datadefinitionTypename, std::string elementName, std::string expressionName, bool mandatory, std::string *errorMessage)
- void [clear](#) ()
- [ModelDataDefinition](#) * [getDataDefinition](#) (std::string datadefinitionTypename, [Util::identification](#) id)
- [ModelDataDefinition](#) * [getDataDefinition](#) (std::string datadefinitionTypename, std::string name)
- unsigned int [getNumberOfDataDefinitions](#) (std::string datadefinitionTypename)
- unsigned int [getNumberOfDataDefinitions](#) ()
- int [getRankOf](#) (std::string datadefinitionTypename, std::string name)
- *returns the position (1st position=0) of the modeldatum if found, or negative value if not found*
- std::list< std::string > * [getDataDefinitionClassnames](#) () const
- List< [ModelDataDefinition](#) * > * [getDataDefinitionList](#) (std::string datadefinitionTypename) const
- void [show](#) ()
- [Model](#) * [getParentModel](#) () const
- bool [hasChanged](#) () const
- void [setHasChanged](#) (bool _hasChanged)

6.79.1 Detailed Description

The [ModelDataManager](#) is responsible for inserting and removing elements ([ModelDataDefinition](#)) used by components, in a consistent way. TO FIX: No direct access for insertion or deletion should be allow

6.79.2 Constructor & Destructor Documentation

6.79.2.1 ModelDataManager() `ModelDataManager::ModelDataManager (
 Model * model)`

Elements are organized as a map from a string (key), the type of an modeldatum, and a list of elements of that type

6.79.2.2 ~ModelDataManager() `virtual ModelDataManager::~~ModelDataManager () [virtual],
[default]`

6.79.3 Member Function Documentation

6.79.3.1 check() [1/2] `bool ModelDataManager::check (
 std::string datadefinitionTypename,
 ModelDataDefinition * anElement,
 std::string expressionName,
 std::string * errorMessage)`

6.79.3.2 check() [2/2] `bool ModelDataManager::check (
 std::string datadefinitionTypename,
 std::string elementName,
 std::string expressionName,
 bool mandatory,
 std::string * errorMessage)`

6.79.3.3 clear() `void ModelDataManager::clear ()`

6.79.3.4 getDataDefinition() [1/2] `ModelDataDefinition * ModelDataManager::getDataDefinition (
 std::string datadefinitionTypename,
 std::string name)`

6.79.3.5 **getDataDefinition()** [2/2] `ModelDataDefinition * ModelDataManager::getDataDefinition (std::string datadefinitionTypename, Util::identification id)`

6.79.3.6 **getDataDefinitionClassnames()** `std::list< std::string > * ModelDataManager::getDataDefinitionClassnames () const`

6.79.3.7 **getDataDefinitionList()** `List< ModelDataDefinition * > * ModelDataManager::getDataDefinitionList (std::string datadefinitionTypename) const`

6.79.3.8 **getNumberOfDataDefinitions()** [1/2] `unsigned int ModelDataManager::getNumberOfDataDefinitions ()`

6.79.3.9 **getNumberOfDataDefinitions()** [2/2] `unsigned int ModelDataManager::getNumberOfDataDefinitions (std::string datadefinitionTypename)`

6.79.3.10 **getParentModel()** `Model * ModelDataManager::getParentModel () const`

6.79.3.11 **getRankOf()** `int ModelDataManager::getRankOf (std::string datadefinitionTypename, std::string name)`

returns the position (1st position=0) of the modeldatum if found, or negative value if not found

6.79.3.12 **hasChanged()** `bool ModelDataManager::hasChanged () const`

6.79.3.13 **insert()** [1/2] `bool ModelDataManager::insert (ModelDataDefinition * anElement)`

6.79.3.14 insert() [2/2] `bool ModelDataManager::insert (`
 `std::string datadefinitionTypename,`
 `ModelDataDefinition * anElement)`

Deprected.

6.79.3.15 remove() [1/2] `void ModelDataManager::remove (`
 `ModelDataDefinition * anElement)`

Deprected.

6.79.3.16 remove() [2/2] `void ModelDataManager::remove (`
 `std::string datadefinitionTypename,`
 `ModelDataDefinition * anElement)`

6.79.3.17 setHasChanged() `void ModelDataManager::setHasChanged (`
 `bool _hasChanged)`

6.79.3.18 show() `void ModelDataManager::show ()`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[ModelDataManager.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[ModelDataManager.cpp](#)

6.80 ModellInfo Class Reference

Public Member Functions

- [ModellInfo](#) ()
- virtual [~ModellInfo](#) ()=default
- std::string [show](#) ()
- void [setName](#) (std::string _name)
- std::string [getName](#) () const
- void [setAnalystName](#) (std::string _analystName)
- std::string [getAnalystName](#) () const
- void [setDescription](#) (std::string _description)
- std::string [getDescription](#) () const
- void [setProjectTitle](#) (std::string _projectTitle)
- std::string [getProjectTitle](#) () const
- void [setVersion](#) (std::string _version)
- std::string [getVersion](#) () const
- void [loadInstance](#) (std::map< std::string, std::string > *fields)
- std::map< std::string, std::string > * [saveInstance](#) ()
- bool [hasChanged](#) () const

6.80.1 Detailed Description

[ModelInfo](#) stores basic model project information, such as the project and analyst names.

6.80.2 Constructor & Destructor Documentation

6.80.2.1 ModelInfo() `ModelInfo::ModelInfo ()`

6.80.2.2 ~ModelInfo() `virtual ModelInfo::~~ModelInfo () [virtual], [default]`

6.80.3 Member Function Documentation

6.80.3.1 getAnalystName() `std::string ModelInfo::getAnalystName () const`

6.80.3.2 getDescription() `std::string ModelInfo::getDescription () const`

6.80.3.3 getName() `std::string ModelInfo::getName () const`

6.80.3.4 getProjectTitle() `std::string ModelInfo::getProjectTitle () const`

6.80.3.5 getVersion() `std::string ModelInfo::getVersion () const`

6.80.3.6 hasChanged() `bool ModelInfo::hasChanged () const`

6.80.3.7 loadInstance() `void ModelInfo::loadInstance (`
`std::map< std::string, std::string > * fields)`

6.80.3.8 saveInstance() `std::map< std::string, std::string > * ModelInfo::saveInstance ()`

6.80.3.9 setAnalystName() `void ModelInfo::setAnalystName (`
`std::string _analystName)`

6.80.3.10 setDescription() `void ModelInfo::setDescription (`
`std::string _description)`

6.80.3.11 setName() `void ModelInfo::setName (`
`std::string _name)`

6.80.3.12 setProjectTitle() `void ModelInfo::setProjectTitle (`
`std::string _projectTitle)`

6.80.3.13 setVersion() `void ModelInfo::setVersion (`
`std::string _version)`

6.80.3.14 show() `std::string ModelInfo::show ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelInfo.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelInfo.cpp`

6.81 ModelManager Class Reference

Public Member Functions

- [ModelManager](#) ([Simulator](#) *simulator)
- virtual [~ModelManager](#) ()=default
- [Model](#) * [newModel](#) ()
- void [insert](#) ([Model](#) *model)
- void [remove](#) ([Model](#) *model)
- void [setCurrent](#) ([Model](#) *model)
- bool [saveModel](#) (std::string filename)
- bool [loadModel](#) (std::string filename)
- bool [createFromLanguage](#) (std::string modelSpecification)
- unsigned int [size](#) ()
- [Model](#) * [front](#) ()
- [Model](#) * [current](#) ()
- [Model](#) * [next](#) ()

6.81.1 Constructor & Destructor Documentation

6.81.1.1 [ModelManager](#)() `ModelManager::ModelManager (
 Simulator * simulator)`

6.81.1.2 [~ModelManager](#)() `virtual ModelManager::~~ModelManager () [virtual], [default]`

6.81.2 Member Function Documentation

6.81.2.1 [createFromLanguage](#)() `bool ModelManager::createFromLanguage (
 std::string modelSpecification)`

6.81.2.2 [current](#)() `Model * ModelManager::current ()`

6.81.2.3 [front](#)() `Model * ModelManager::front ()`

6.81.2.4 insert() `void ModelManager::insert (`
 `Model * model)`

6.81.2.5 loadModel() `bool ModelManager::loadModel (`
 `std::string filename)`

6.81.2.6 newModel() `Model * ModelManager::newModel ()`

6.81.2.7 next() `Model * ModelManager::next ()`

6.81.2.8 remove() `void ModelManager::remove (`
 `Model * model)`

6.81.2.9 saveModel() `bool ModelManager::saveModel (`
 `std::string filename)`

6.81.2.10 setCurrent() `void ModelManager::setCurrent (`
 `Model * model)`

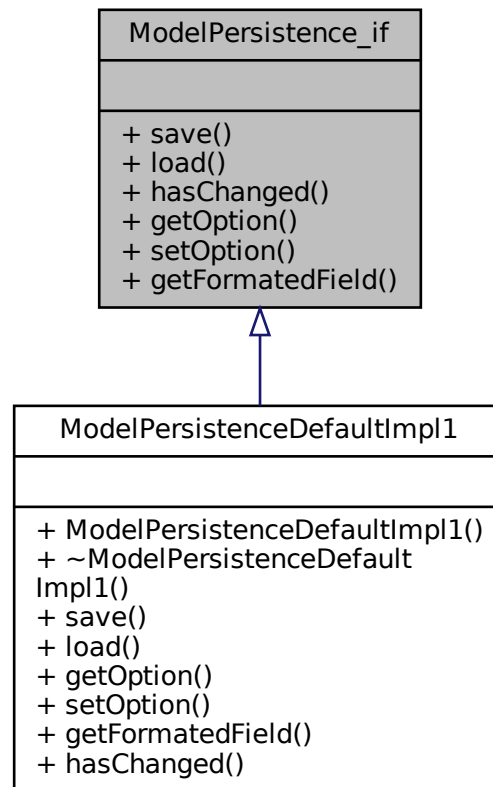
6.81.2.11 size() `unsigned int ModelManager::size ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/ModelManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/ModelManager.cpp`

6.82 ModelPersistence_if Class Reference

Inheritance diagram for ModelPersistence_if:



Public Types

- enum class `Options` : int {
`SAVEDEFAULTS` = 1 , `HIDEIDKEY` = 2 , `HIDETYPEKEY` = 4 , `HIDENAMEKEY` = 8 ,
`SORTALPHLY` = 16 }

Public Member Functions

- virtual bool `save` (std::string filename)=0
- virtual bool `load` (std::string filename)=0
- virtual bool `hasChanged` ()=0
- virtual bool `getOption` (ModelPersistence_if::Options option)=0
- virtual void `setOption` (ModelPersistence_if::Options option, bool value)=0
- virtual std::string `getFormattedField` (std::map< std::string, std::string > *fields)=0

6.82.1 Detailed Description

First and inadequate interface for model persistence. It should use the best pattern for the DAO approach

6.82.2 Member Enumeration Documentation

6.82.2.1 Options `enum ModelPersistence_if::Options : int [strong]`

Enumerator

SAVEDEFAULTS	
HIDEIDKEY	
HIDETYPEKEY	
HIDENAMEKEY	
SORTALPHLY	

6.82.3 Member Function Documentation

6.82.3.1 `getFormattedField()` `virtual std::string ModelPersistence_if::getFormattedField (std::map< std::string, std::string > * fields) [pure virtual]`

Implemented in [ModelPersistenceDefaultImpl1](#).

6.82.3.2 `getOption()` `virtual bool ModelPersistence_if::getOption (ModelPersistence_if::Options option) [pure virtual]`

Implemented in [ModelPersistenceDefaultImpl1](#).

6.82.3.3 `hasChanged()` `virtual bool ModelPersistence_if::hasChanged () [pure virtual]`

Implemented in [ModelPersistenceDefaultImpl1](#).

6.82.3.4 `load()` `virtual bool ModelPersistence_if::load (std::string filename) [pure virtual]`

Implemented in [ModelPersistenceDefaultImpl1](#).

6.82.3.5 save() virtual bool ModelPersistence_if::save (
 std::string filename) [pure virtual]

Implemented in [ModelPersistenceDefaultImpl1](#).

6.82.3.6 setOption() virtual void ModelPersistence_if::setOption (
[ModelPersistence_if::Options](#) option,
 bool value) [pure virtual]

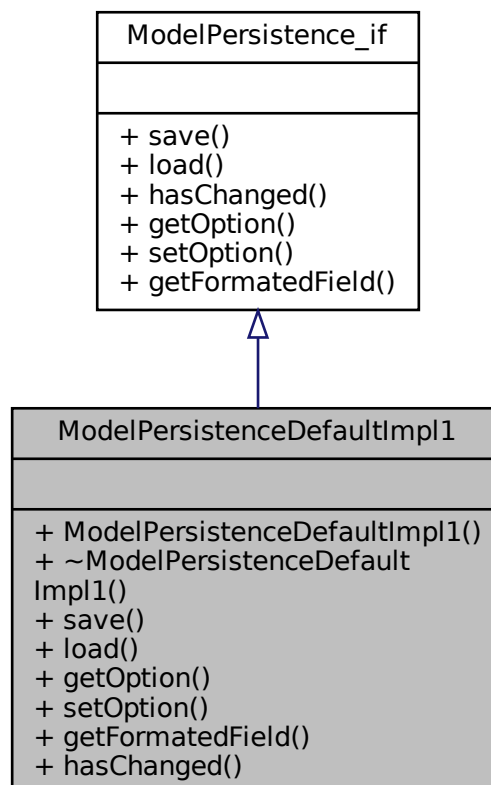
Implemented in [ModelPersistenceDefaultImpl1](#).

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ModelPersistence_if.h](#)

6.83 ModelPersistenceDefaultImpl1 Class Reference

Inheritance diagram for ModelPersistenceDefaultImpl1:



Public Member Functions

- [ModelPersistenceDefaultImpl1](#) ([Model](#) *model)
- virtual [~ModelPersistenceDefaultImpl1](#) ()=default
- virtual bool [save](#) (std::string filename)
- virtual bool [load](#) (std::string filename)
- virtual bool [getOption](#) ([ModelPersistence_if::Options](#) option)
- virtual void [setOption](#) ([ModelPersistence_if::Options](#) option, bool value)
- virtual std::string [getFormattedField](#) (std::map< std::string, std::string > *fields)
- virtual bool [hasChanged](#) ()

Friends

- class [Simulator](#)

Additional Inherited Members

6.83.1 Constructor & Destructor Documentation

6.83.1.1 [ModelPersistenceDefaultImpl1\(\)](#) [ModelPersistenceDefaultImpl1::ModelPersistenceDefaultImpl1](#) ([Model](#) * model)

6.83.1.2 [~ModelPersistenceDefaultImpl1\(\)](#) virtual [ModelPersistenceDefaultImpl1::~~ModelPersistenceDefaultImpl1](#) () [virtual], [default]

6.83.2 Member Function Documentation

6.83.2.1 [getFormattedField\(\)](#) std::string [ModelPersistenceDefaultImpl1::getFormattedField](#) (std::map< std::string, std::string > * fields) [virtual]

Implements [ModelPersistence_if](#).

6.83.2.2 [getOption\(\)](#) bool [ModelPersistenceDefaultImpl1::getOption](#) ([ModelPersistence_if::Options](#) option) [virtual]

Implements [ModelPersistence_if](#).

6.83.2.3 hasChanged() `bool ModelPersistenceDefaultImpl1::hasChanged () [virtual]`

Implements [ModelPersistence_if](#).

6.83.2.4 load() `bool ModelPersistenceDefaultImpl1::load (
std::string filename) [virtual]`

Implements [ModelPersistence_if](#).

6.83.2.5 save() `bool ModelPersistenceDefaultImpl1::save (
std::string filename) [virtual]`

Implements [ModelPersistence_if](#).

6.83.2.6 setOption() `void ModelPersistenceDefaultImpl1::setOption (
ModelPersistence_if::Options option,
bool value) [virtual]`

Implements [ModelPersistence_if](#).

6.83.3 Friends And Related Function Documentation

6.83.3.1 Simulator `friend class Simulator [friend]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/ModelPersistenceDefaultImpl1.cpp`

6.84 ModelSimulation Class Reference

Public Member Functions

- [ModelSimulation](#) ([Model](#) *model)
- virtual [~ModelSimulation](#) ()=default
- [std::string show](#) ()
- void [start](#) ()

Starts a sequential execution of a simulation, ie, a set of replications of this model.
- void [pause](#) ()
- void [step](#) ()

Executes the processing of a single event, the next one in the future events list.
- void [stop](#) ()
- void [setNumberOfReplications](#) (unsigned int _numberOfReplications)
- unsigned int [getNumberOfReplications](#) () const
- void [setReplicationLength](#) (double _replicationLength)
- double [getReplicationLength](#) () const
- void [setReplicationLengthTimeUnit](#) ([Util::TimeUnit](#) _replicationLengthTimeUnit)
- [Util::TimeUnit](#) [getReplicationLengthTimeUnit](#) () const
- void [setReplicationReportBaseTimeUnit](#) ([Util::TimeUnit](#) _replicationReportBaseTimeUnit)
- [Util::TimeUnit](#) [getReplicationBaseTimeUnit](#) () const
- void [setWarmUpPeriod](#) (double _warmUpPeriod)
- double [getWarmUpPeriod](#) () const
- void [setWarmUpPeriodTimeUnit](#) ([Util::TimeUnit](#) _warmUpPeriodTimeUnit)
- [Util::TimeUnit](#) [getWarmUpPeriodTimeUnit](#) () const
- void [setTerminatingCondition](#) (std::string _terminatingCondition)
- std::string [getTerminatingCondition](#) () const
- void [setPauseOnEvent](#) (bool _pauseOnEvent)
- bool [isPauseOnEvent](#) () const
- void [setStepByStep](#) (bool _stepByStep)
- bool [isStepByStep](#) () const
- void [setInitializeStatistics](#) (bool _initializeStatistics)
- bool [isInitializeStatistics](#) () const
- void [setInitializeSystem](#) (bool _initializeSystem)
- bool [isInitializeSystem](#) () const
- void [setPauseOnReplication](#) (bool _pauseBetweenReplications)
- bool [isPauseOnReplication](#) () const
- void [setReporter](#) ([SimulationReporter_if](#) * _simulationReporter)
- [SimulationReporter_if](#) * [getReporter](#) () const
- double [getSimulatedTime](#) () const
- bool [isRunning](#) () const
- bool [isPaused](#) () const
- unsigned int [getCurrentReplicationNumber](#) () const
- void [setShowReportsAfterReplication](#) (bool showReportsAfterReplication)
- bool [isShowReportsAfterReplication](#) () const
- void [setShowReportsAfterSimulation](#) (bool showReportsAfterSimulation)
- bool [isShowReportsAfterSimulation](#) () const
- [List< double >](#) * [getBreakpointsOnTime](#) () const
- [List< Entity * >](#) * [getBreakpointsOnEntity](#) () const
- [List< ModelComponent * >](#) * [getBreakpointsOnComponent](#) () const
- void [loadInstance](#) (std::map< std::string, std::string > *fields)
- std::map< std::string, std::string > * [saveInstance](#) (bool saveDefaults)
- [Event](#) * [getCurrentEvent](#) () const
- void [setShowSimulationResponsesInReport](#) (bool _showSimulationResponsesInReport)
- bool [isShowSimulationResponsesInReport](#) () const
- void [setShowSimulationControlsInReport](#) (bool _showSimulationControlsInReport)
- bool [isShowSimulationControlsInReport](#) () const

Friends

- class [Model](#)

6.84.1 Detailed Description

The [ModelSimulation](#) controls the simulation of a model, allowing to start, pause, resume e stop a simulation, composed by a set of replications.

6.84.2 Constructor & Destructor Documentation

6.84.2.1 ModelSimulation() `ModelSimulation::ModelSimulation (
 Model * model)`

6.84.2.2 ~ModelSimulation() `virtual ModelSimulation::~~ModelSimulation () [virtual], [default]`

6.84.3 Member Function Documentation

6.84.3.1 getBreakpointsOnComponent() `List< ModelComponent * > * ModelSimulation::getBreakpointsOnComponent () const`

6.84.3.2 getBreakpointsOnEntity() `List< Entity * > * ModelSimulation::getBreakpointsOnEntity (
) const`

6.84.3.3 getBreakpointsOnTime() `List< double > * ModelSimulation::getBreakpointsOnTime ()
 const`

6.84.3.4 getCurrentEvent() `Event * ModelSimulation::getCurrentEvent () const`

6.84.3.5 `getCurrentReplicationNumber()` `unsigned int ModelSimulation::getCurrentReplication↵
Number () const`

6.84.3.6 `getNumberOfReplications()` `unsigned int ModelSimulation::getNumberOfReplications ()
const`

6.84.3.7 `getReplicationBaseTimeUnit()` `Util::TimeUnit ModelSimulation::getReplicationBaseTime↵
Unit () const`

6.84.3.8 `getReplicationLength()` `double ModelSimulation::getReplicationLength () const`

6.84.3.9 `getReplicationLengthTimeUnit()` `Util::TimeUnit ModelSimulation::getReplicationLength↵
TimeUnit () const`

6.84.3.10 `getReporter()` `SimulationReporter_if * ModelSimulation::getReporter () const`

6.84.3.11 `getSimulatedTime()` `double ModelSimulation::getSimulatedTime () const`

6.84.3.12 `getTerminatingCondition()` `std::string ModelSimulation::getTerminatingCondition ()
const`

6.84.3.13 `getWarmUpPeriod()` `double ModelSimulation::getWarmUpPeriod () const`

6.84.3.14 `getWarmUpPeriodTimeUnit()` `Util::TimeUnit ModelSimulation::getWarmUpPeriodTimeUnit ()
const`

6.84.3.15 isInitializeStatistics() `bool ModelSimulation::isInitializeStatistics () const`

6.84.3.16 isInitializeSystem() `bool ModelSimulation::isInitializeSystem () const`

6.84.3.17 isPaused() `bool ModelSimulation::isPaused () const`

6.84.3.18 isPauseOnEvent() `bool ModelSimulation::isPauseOnEvent () const`

6.84.3.19 isPauseOnReplication() `bool ModelSimulation::isPauseOnReplication () const`

6.84.3.20 isRunning() `bool ModelSimulation::isRunning () const`

The current time in the model being simulated, i.e., the instant when the current event was triggered

6.84.3.21 isShowReportsAfterReplication() `bool ModelSimulation::isShowReportsAfterReplication () const`

6.84.3.22 isShowReportsAfterSimulation() `bool ModelSimulation::isShowReportsAfterSimulation () const`

6.84.3.23 isShowSimulationControlsInReport() `bool ModelSimulation::isShowSimulationControlsInReport () const`

6.84.3.24 isShowSimulationResponsesInReport() `bool ModelSimulation::isShowSimulationResponsesInReport () const`

6.84.3.25 isStepByStep() `bool ModelSimulation::isStepByStep () const`

6.84.3.26 loadInstance() `void ModelSimulation::loadInstance (`
`std::map< std::string, std::string > * fields)`

6.84.3.27 pause() `void ModelSimulation::pause ()`

6.84.3.28 saveInstance() `std::map< std::string, std::string > * ModelSimulation::saveInstance`
`(`
`bool saveDefaults)`

6.84.3.29 setInitializeStatistics() `void ModelSimulation::setInitializeStatistics (`
`bool _initializeStatistics)`

6.84.3.30 setInitializeSystem() `void ModelSimulation::setInitializeSystem (`
`bool _initializeSystem)`

6.84.3.31 setNumberOfReplications() `void ModelSimulation::setNumberOfReplications (`
`unsigned int _numberOfReplications)`

6.84.3.32 setPauseOnEvent() `void ModelSimulation::setPauseOnEvent (`
`bool _pauseOnEvent)`

6.84.3.33 setPauseOnReplication() `void ModelSimulation::setPauseOnReplication (`
`bool _pauseBetweenReplications)`

6.84.3.34 setReplicationLength() `void ModelSimulation::setReplicationLength (`
`double _replicationLength)`

6.84.3.35 setReplicationLengthTimeUnit() `void ModelSimulation::setReplicationLengthTimeUnit (`
`Util::TimeUnit _replicationLengthTimeUnit)`

6.84.3.36 setReplicationReportBaseTimeUnit() void ModelSimulation::setReplicationReportBaseTimeUnit (Util::TimeUnit _replicationReportBaseTimeUnit)

6.84.3.37 setReporter() void ModelSimulation::setReporter (SimulationReporter_if * _simulationReporter)

6.84.3.38 setShowReportsAfterReplication() void ModelSimulation::setShowReportsAfterReplication (bool showReportsAfterReplication)

6.84.3.39 setShowReportsAfterSimulation() void ModelSimulation::setShowReportsAfterSimulation (bool showReportsAfterSimulation)

6.84.3.40 setShowSimulationControlsInReport() void ModelSimulation::setShowSimulationControlsInReport (bool _showSimulationControlsInReport)

6.84.3.41 setShowSimulationResponsesInReport() void ModelSimulation::setShowSimulationResponsesInReport (bool _showSimulationResponsesInReport)

6.84.3.42 setStepByStep() void ModelSimulation::setStepByStep (bool _stepByStep)

6.84.3.43 setTerminatingCondition() void ModelSimulation::setTerminatingCondition (std::string _terminatingCondition)

6.84.3.44 setWarmUpPeriod() void ModelSimulation::setWarmUpPeriod (double _warmUpPeriod)

6.84.3.45 setWarmUpPeriodTimeUnit() `void ModelSimulation::setWarmUpPeriodTimeUnit (Util::TimeUnit _warmUpPeriodTimeUnit)`

6.84.3.46 show() `std::string ModelSimulation::show ()`

6.84.3.47 start() `void ModelSimulation::start ()`

Starts a sequential execution of a simulation, ie, a set of replications of this model.

Checks the model and if ok then initialize the simulation, execute repeatedly each replication and then show simulation statistics

6.84.3.48 step() `void ModelSimulation::step ()`

Executes the processing of a single event, the next one in the future events list.

6.84.3.49 stop() `void ModelSimulation::stop ()`

6.84.4 Friends And Related Function Documentation

6.84.4.1 Model `friend class Model [friend]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelSimulation.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelSimulation.cpp`

6.85 ParserManager::NewParser Struct Reference

Public Attributes

- `std::string bisonFilename`
- `std::string flexFilename`
- `std::string compiledParserFilename`

6.85.1 Member Data Documentation

6.85.1.1 `bisonFilename` `std::string ParserManager::NewParser::bisonFilename`

6.85.1.2 `compiledParserFilename` `std::string ParserManager::NewParser::compiledParserFilename`

6.85.1.3 `flexFilename` `std::string ParserManager::NewParser::flexFilename`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserManager.h`

6.86 `obj_t` Class Reference

Public Member Functions

- `obj_t()`
- `virtual ~obj_t()`
- `obj_t(double v, std::string t)`
- `obj_t(double v, std::string t, unsigned long uid)`

Public Attributes

- double `valor`
- `std::string tipo`
- unsigned long `id`

6.86.1 Constructor & Destructor Documentation

6.86.1.1 `obj_t()` [1/3] `obj_t::obj_t ()`

6.86.1.2 `~obj_t()` `obj_t::~~obj_t ()` [virtual]

6.86.1.3 `obj_t()` [2/3] `obj_t::obj_t (`
 `double v,`
 `std::string t)`

6.86.1.4 `obj_t()` [3/3] `obj_t::obj_t (`
 `double v,`
 `std::string t,`
 `unsigned long uid)`

6.86.2 Member Data Documentation

6.86.2.1 `id` `unsigned long obj_t::id`

6.86.2.2 `tipo` `std::string obj_t::tipo`

6.86.2.3 `valor` `double obj_t::valor`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/obj_t.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/obj_t.cpp`

6.87 ODEfunction Class Reference

Public Member Functions

- `ODEfunction` (`std::string expression`, `double initialPoint`, `double initialValue`)

Public Attributes

- `std::string expression`
- `double initialPoint`
- `double initialValue`

6.87.1 Constructor & Destructor Documentation

6.87.1.1 ODEfunction() `ODEfunction::ODEfunction (`
 `std::string expression,`
 `double initialPoint,`
 `double initialValue)`

6.87.2 Member Data Documentation

6.87.2.1 expression `std::string ODEfunction::expression`

6.87.2.2 initialPoint `double ODEfunction::initialPoint`

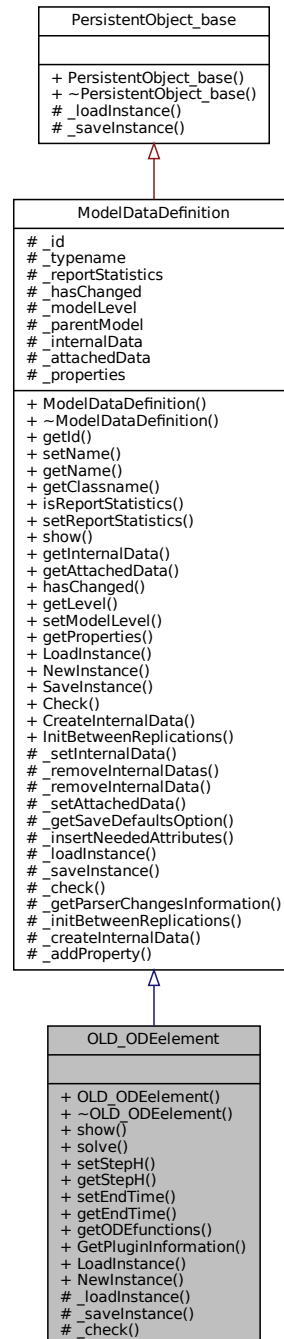
6.87.2.3 initialValue `double ODEfunction::initialValue`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/OLD_ODEelement.h`

6.88 OLD_ODElement Class Reference

Inheritance diagram for OLD_ODElement:



Public Member Functions

- `OLD_ODElement (Model *model, std::string name="")`
- virtual `~OLD_ODElement ()`=default
- virtual `std::string show ()`

- double [solve](#) ()
- void [setStepH](#) (double _h)
- double [getStepH](#) () const
- void [setEndTime](#) (double _endTime)
- double [getEndTime](#) () const
- [List](#)< [ODEfunction](#) * > * [getODEfunctions](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.88.1 Constructor & Destructor Documentation

6.88.1.1 OLD_ODElement() `OLD_ODElement::OLD_ODElement (
 Model * model,
 std::string name = "")`

6.88.1.2 ~OLD_ODElement() `virtual OLD_ODElement::~~OLD_ODElement () [virtual], [default]`

6.88.2 Member Function Documentation

6.88.2.1 _check() `bool OLD_ODElement::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.88.2.2 `_loadInstance()` `bool OLD_ODElement::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.88.2.3 `_saveInstance()` `std::map< std::string, std::string > * OLD_ODElement::_saveInstance`
`(`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.88.2.4 `getEndTime()` `double OLD_ODElement::getEndTime () const`

6.88.2.5 `getODEfunctions()` `List< ODEfunction * > * OLD_ODElement::getODEfunctions () const`

6.88.2.6 `GetPluginInformation()` `PluginInformation * OLD_ODElement::GetPluginInformation ()`
`[static]`

6.88.2.7 `getStepH()` `double OLD_ODElement::getStepH () const`

6.88.2.8 `LoadInstance()` `ModelDataDefinition * OLD_ODElement::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.88.2.9 `NewInstance()` `ModelDataDefinition * OLD_ODElement::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.88.2.10 `setEndTime()` `void OLD_ODElement::setEndTime (`
`double _endTime)`

6.88.2.11 setStepH() void OLD_ODElement::setStepH (
 double _h)

6.88.2.12 show() std::string OLD_ODElement::show () [virtual]

Reimplemented from [ModelDataDefinition](#).

6.88.2.13 solve() double OLD_ODElement::solve ()

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[OLD_ODElement.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[OLD_ODElement.cpp](#)

6.89 OnEventManager Class Reference

Public Member Functions

- [OnEventManager](#) ()
- virtual [~OnEventManager](#) ()=default
- void [addOnReplicationStartHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnReplicationStepHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnReplicationEndHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnProcessEventHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnEntityCreateHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnEntityMoveHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnEntityRemoveHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnSimulationStartHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnSimulationPausedHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnSimulationResumeHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnSimulationEndHandler](#) ([simulationEventHandler](#) EventHandler)
- void [addOnBreakpointHandler](#) ([simulationEventHandler](#) EventHandler)
- template<typename Class >
void [addOnReplicationStartHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnReplicationStepHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnReplicationEndHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnProcessEventHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnEntityCreateHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnEntityMoveHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))
- template<typename Class >
void [addOnEntityRemoveHandler](#) (Class *object, void(Class::*function)([SimulationEvent](#) *))

- `template<typename Class >`
`void addOnSimulationStartHandler (Class *object, void(Class::*function)(SimulationEvent *))`
- `template<typename Class >`
`void addOnSimulationPausedHandler (Class *object, void(Class::*function)(SimulationEvent *))`
- `template<typename Class >`
`void addOnSimulationResumeHandler (Class *object, void(Class::*function)(SimulationEvent *))`
- `template<typename Class >`
`void addOnSimulationEndHandler (Class *object, void(Class::*function)(SimulationEvent *))`
- `template<typename Class >`
`void addOnBreakpointHandler (Class *object, void(Class::*function)(SimulationEvent *))`
- `void NotifyReplicationStartHandlers (SimulationEvent *se)`
- `void NotifyReplicationStepHandlers (SimulationEvent *se)`
- `void NotifyReplicationEndHandlers (SimulationEvent *se)`
- `void NotifyProcessEventHandlers (SimulationEvent *se)`
- `void NotifyEntityCreateHandlers (SimulationEvent *se)`
- `void NotifyEntityMoveHandlers (SimulationEvent *se)`
- `void NotifyEntityRemoveHandlers (SimulationEvent *se)`
- `void NotifySimulationStartHandlers (SimulationEvent *se)`
- `void NotifySimulationPausedHandlers (SimulationEvent *se)`
- `void NotifySimulationResumeHandlers (SimulationEvent *se)`
- `void NotifySimulationEndHandlers (SimulationEvent *se)`
- `void NotifyBreakpointHandlers (SimulationEvent *se)`

6.89.1 Detailed Description

[OnEventManager](#) allows external methods to hook interval simulation events as listeners (or observers) of specific events. All methods added as listeners of an event will be invoked when that event is triggered.

6.89.2 Constructor & Destructor Documentation

6.89.2.1 OnEventManager() `OnEventManager::OnEventManager ()`

6.89.2.2 ~OnEventManager() `virtual OnEventManager::~~OnEventManager () [virtual], [default]`

6.89.3 Member Function Documentation

6.89.3.1 addOnBreakpointHandler() [1/2] `template<typename Class >`

```
void OnEventManager::addOnBreakpointHandler (
    Class * object,
    void(Class::*)(SimulationEvent *) function )
```


6.89.3.2 addOnBreakpointHandler() [2/2] `void OnEventManager::addOnBreakpointHandler (
simulationEventHandler EventHandler)`

6.89.3.3 addOnEntityCreateHandler() [1/2] `template<typename Class >
void OnEventManager::addOnEntityCreateHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.4 addOnEntityCreateHandler() [2/2] `void OnEventManager::addOnEntityCreateHandler (
simulationEventHandler EventHandler)`

6.89.3.5 addOnEntityMoveHandler() [1/2] `template<typename Class >
void OnEventManager::addOnEntityMoveHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.6 addOnEntityMoveHandler() [2/2] `void OnEventManager::addOnEntityMoveHandler (
simulationEventHandler EventHandler)`

6.89.3.7 addOnEntityRemoveHandler() [1/2] `template<typename Class >
void OnEventManager::addOnEntityRemoveHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.8 addOnEntityRemoveHandler() [2/2] `void OnEventManager::addOnEntityRemoveHandler (
simulationEventHandler EventHandler)`

6.89.3.9 addOnProcessEventHandler() [1/2] `template<typename Class >
void OnEventManager::addOnProcessEventHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.10 addOnProcessEventHandler() [2/2] void OnEventManager::addOnProcessEventHandler (
simulationEventHandler EventHandler)

6.89.3.11 addOnReplicationEndHandler() [1/2] template<typename Class >
void OnEventManager::addOnReplicationEndHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)

6.89.3.12 addOnReplicationEndHandler() [2/2] void OnEventManager::addOnReplicationEndHandler (
simulationEventHandler EventHandler)

6.89.3.13 addOnReplicationStartHandler() [1/2] template<typename Class >
void OnEventManager::addOnReplicationStartHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)

6.89.3.14 addOnReplicationStartHandler() [2/2] void OnEventManager::addOnReplicationStartHandler
(
simulationEventHandler EventHandler)

6.89.3.15 addOnReplicationStepHandler() [1/2] template<typename Class >
void OnEventManager::addOnReplicationStepHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)

6.89.3.16 addOnReplicationStepHandler() [2/2] void OnEventManager::addOnReplicationStepHandler
(
simulationEventHandler EventHandler)

6.89.3.17 addOnSimulationEndHandler() [1/2] template<typename Class >
void OnEventManager::addOnSimulationEndHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)

6.89.3.18 addOnSimulationEndHandler() [2/2] `void OnEventManager::addOnSimulationEndHandler (
simulationEventHandler EventHandler)`

6.89.3.19 addOnSimulationPausedHandler() [1/2] `template<typename Class >
void OnEventManager::addOnSimulationPausedHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.20 addOnSimulationPausedHandler() [2/2] `void OnEventManager::addOnSimulationPaused↵
Handler (
simulationEventHandler EventHandler)`

6.89.3.21 addOnSimulationResumeHandler() [1/2] `template<typename Class >
void OnEventManager::addOnSimulationResumeHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.22 addOnSimulationResumeHandler() [2/2] `void OnEventManager::addOnSimulationResume↵
Handler (
simulationEventHandler EventHandler)`

6.89.3.23 addOnSimulationStartHandler() [1/2] `template<typename Class >
void OnEventManager::addOnSimulationStartHandler (
Class * object,
void(Class::*)(SimulationEvent *) function)`

6.89.3.24 addOnSimulationStartHandler() [2/2] `void OnEventManager::addOnSimulationStartHandler
(
simulationEventHandler EventHandler)`

6.89.3.25 NotifyBreakpointHandlers() `void OnEventManager::NotifyBreakpointHandlers (
SimulationEvent * se)`

6.89.3.26 NotifyEntityCreateHandlers() `void OnEventManager::NotifyEntityCreateHandlers (SimulationEvent * se)`

6.89.3.27 NotifyEntityMoveHandlers() `void OnEventManager::NotifyEntityMoveHandlers (SimulationEvent * se)`

6.89.3.28 NotifyEntityRemoveHandlers() `void OnEventManager::NotifyEntityRemoveHandlers (SimulationEvent * se)`

6.89.3.29 NotifyProcessEventHandlers() `void OnEventManager::NotifyProcessEventHandlers (SimulationEvent * se)`

6.89.3.30 NotifyReplicationEndHandlers() `void OnEventManager::NotifyReplicationEndHandlers (SimulationEvent * se)`

6.89.3.31 NotifyReplicationStartHandlers() `void OnEventManager::NotifyReplicationStartHandlers (SimulationEvent * se)`

6.89.3.32 NotifyReplicationStepHandlers() `void OnEventManager::NotifyReplicationStepHandlers (SimulationEvent * se)`

6.89.3.33 NotifySimulationEndHandlers() `void OnEventManager::NotifySimulationEndHandlers (SimulationEvent * se)`

6.89.3.34 NotifySimulationPausedHandlers() `void OnEventManager::NotifySimulationPausedHandlers (SimulationEvent * se)`

6.89.3.35 NotifySimulationResumeHandlers() `void OnEventManager::NotifySimulationResumeHandlers`
(
 `SimulationEvent * se`)

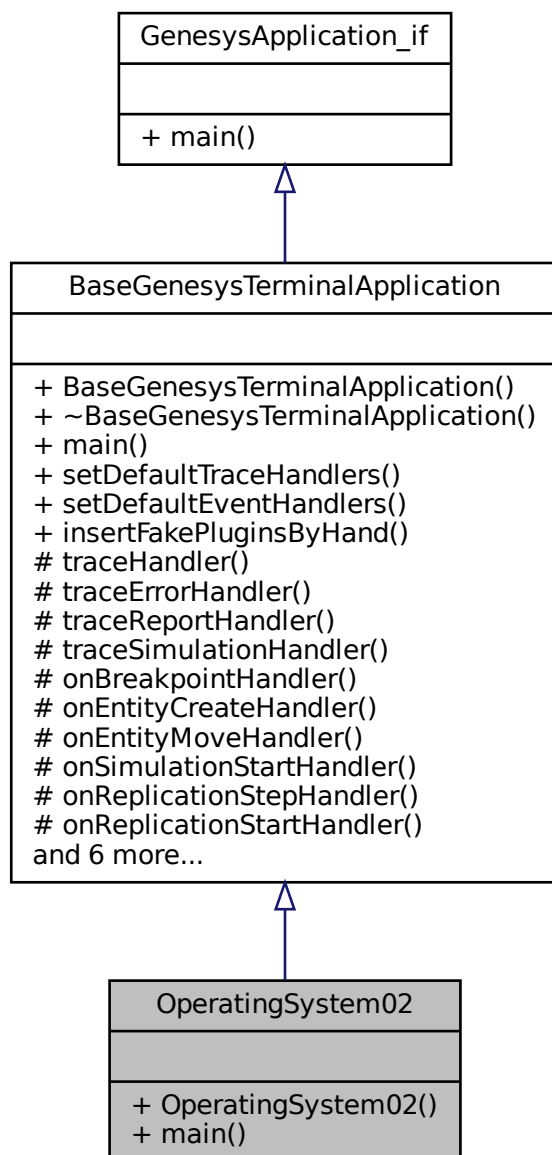
6.89.3.36 NotifySimulationStartHandlers() `void OnEventManager::NotifySimulationStartHandlers` (
 `SimulationEvent * se`)

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/OnEventManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/OnEventManager.cpp`

6.90 OperatingSystem02 Class Reference

Inheritance diagram for OperatingSystem02:



Public Member Functions

- [OperatingSystem02](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.90.1 Constructor & Destructor Documentation

6.90.1.1 OperatingSystem02() `OperatingSystem02::OperatingSystem02 ()`

6.90.2 Member Function Documentation

6.90.2.1 `main()` `int OperatingSystem02::main (int argc, char ** argv) [virtual]`

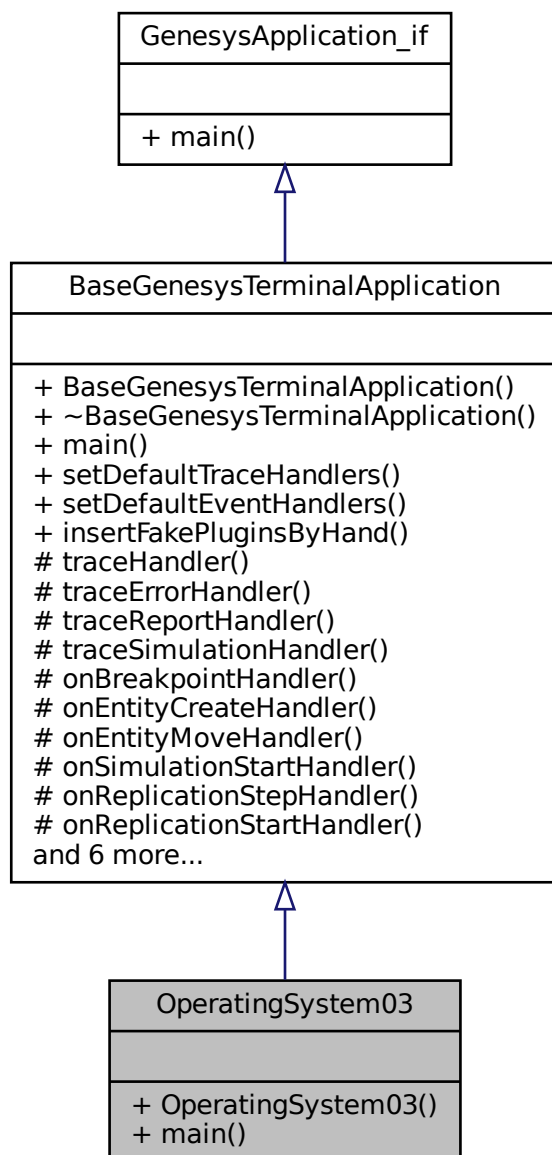
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.cpp`

6.91 OperatingSystem03 Class Reference

Inheritance diagram for OperatingSystem03:



Public Member Functions

- [OperatingSystem03](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.91.1 Constructor & Destructor Documentation

6.91.1.1 OperatingSystem03() `OperatingSystem03::OperatingSystem03 ()`

6.91.2 Member Function Documentation

6.91.2.1 main() `int OperatingSystem03::main (`
`int argc,`
`char ** argv) [virtual]`

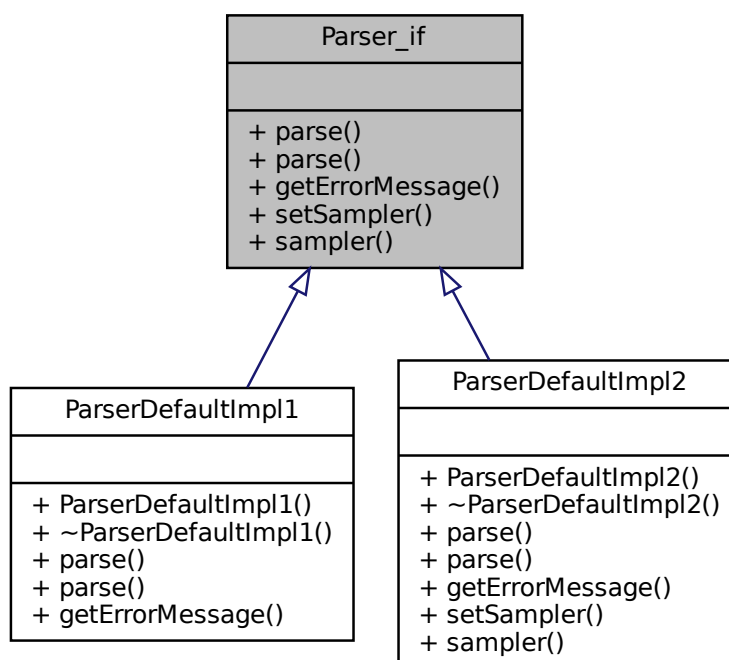
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.cpp`

6.92 Parser_if Class Reference

Inheritance diagram for Parser_if:



Public Member Functions

- virtual double [parse](#) (const std::string expression)=0
- virtual double [parse](#) (const std::string expression, bool *success, std::string *errorMessage)=0
- virtual std::string * [getErrorMessage](#) ()=0
- virtual void [setSampler](#) ([Sampler_if](#) *sampler)=0
- virtual [Sampler_if](#) * [sampler](#) () const =0

6.92.1 Member Function Documentation

6.92.1.1 [getErrorMessage\(\)](#) virtual std::string* [Parser_if::getErrorMessage](#) () [pure virtual]

Implemented in [ParserDefaultImpl2](#), and [ParserDefaultImpl1](#).

6.92.1.2 [parse\(\)](#) [1/2] virtual double [Parser_if::parse](#) (
const std::string *expression*) [pure virtual]

Implemented in [ParserDefaultImpl2](#), and [ParserDefaultImpl1](#).

6.92.1.3 [parse\(\)](#) [2/2] virtual double [Parser_if::parse](#) (
const std::string *expression*,
bool * *success*,
std::string * *errorMessage*) [pure virtual]

Implemented in [ParserDefaultImpl2](#), and [ParserDefaultImpl1](#).

6.92.1.4 [sampler\(\)](#) virtual [Sampler_if](#)* [Parser_if::sampler](#) () const [pure virtual]

Implemented in [ParserDefaultImpl2](#).

6.92.1.5 [setSampler\(\)](#) virtual void [Parser_if::setSampler](#) (
[Sampler_if](#) * *sampler*) [pure virtual]

Implemented in [ParserDefaultImpl2](#).

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys- Simulator/source/kernel/simulator/[Parser_if.h](#)

6.93 ParserChangesInformation Class Reference

Public Member Functions

- [ParserChangesInformation](#) ()
- virtual [~ParserChangesInformation](#) ()=default

6.93.1 Constructor & Destructor Documentation

6.93.1.1 [ParserChangesInformation](#)() `ParserChangesInformation::ParserChangesInformation ()`

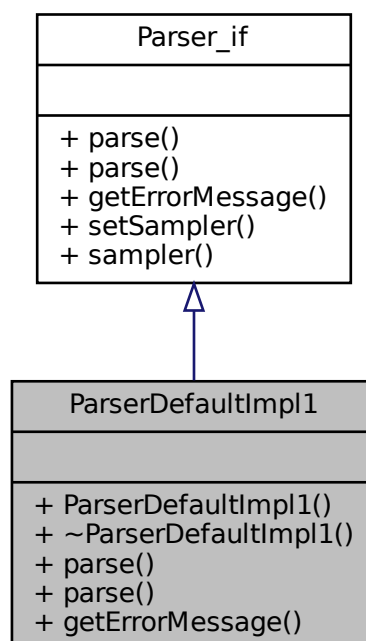
6.93.1.2 [~ParserChangesInformation](#)() `virtual ParserChangesInformation::~~ParserChangesInformation () [virtual], [default]`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ParserChangesInformation.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[ParserChangesInformation.cpp](#)

6.94 ParserDefaultImpl1 Class Reference

Inheritance diagram for ParserDefaultImpl1:



Public Member Functions

- [ParserDefaultImpl1](#) ([Model](#) *model)
- virtual [~ParserDefaultImpl1](#) ()=default
- double [parse](#) (const std::string expression)
- double [parse](#) (const std::string expression, bool *success, std::string *errorMessage)
- std::string * [getErrorMessage](#) ()

6.94.1 Constructor & Destructor Documentation

6.94.1.1 [ParserDefaultImpl1\(\)](#) `ParserDefaultImpl1::ParserDefaultImpl1 (
 Model * model)`

6.94.1.2 [~ParserDefaultImpl1\(\)](#) `virtual ParserDefaultImpl1::~~ParserDefaultImpl1 () [virtual],
[default]`

6.94.2 Member Function Documentation

6.94.2.1 [getErrorMessage\(\)](#) `std::string * ParserDefaultImpl1::getErrorMessage () [virtual]`

Implements [Parser_if](#).

6.94.2.2 [parse\(\)](#) [1/2] `double ParserDefaultImpl1::parse (
 const std::string expression) [virtual]`

Implements [Parser_if](#).

6.94.2.3 [parse\(\)](#) [2/2] `double ParserDefaultImpl1::parse (
 const std::string expression,
 bool * success,
 std::string * errorMessage) [virtual]`

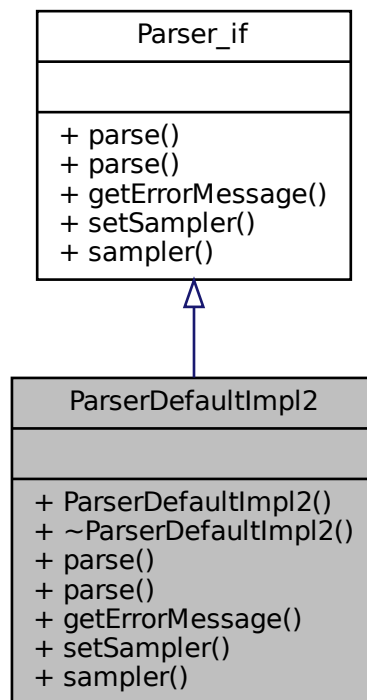
Implements [Parser_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-[↔](#) Simulator/source/kernel/simulator/[ParserDefaultImpl1.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-[↔](#) Simulator/source/kernel/simulator/[ParserDefaultImpl1.cpp](#)

6.95 ParserDefaultImpl2 Class Reference

Inheritance diagram for ParserDefaultImpl2:



Public Member Functions

- `ParserDefaultImpl2 (Model *model, Sampler_if *sampler, bool throws=false)`
- `virtual ~ParserDefaultImpl2 ()=default`
- `virtual double parse (const std::string expression)`
- `virtual double parse (const std::string expression, bool *success, std::string *errorMessage)`
- `virtual std::string * getErrorMessage ()`
- `virtual void setSampler (Sampler_if *_sampler)`
- `virtual Sampler_if * sampler () const`

6.95.1 Constructor & Destructor Documentation

6.95.1.1 ParserDefaultImpl2() `ParserDefaultImpl2::ParserDefaultImpl2 (`
 `Model * model,`
 `Sampler_if * sampler,`
 `bool throws = false)`

6.95.1.2 `~ParserDefaultImpl2()` `virtual ParserDefaultImpl2::~~ParserDefaultImpl2 () [virtual], [default]`

6.95.2 Member Function Documentation

6.95.2.1 `getErrorMessage()` `std::string * ParserDefaultImpl2::getErrorMessage () [virtual]`

Implements [Parser_if](#).

6.95.2.2 `parse()` `[1/2] double ParserDefaultImpl2::parse (const std::string expression) [virtual]`

Implements [Parser_if](#).

6.95.2.3 `parse()` `[2/2] double ParserDefaultImpl2::parse (const std::string expression, bool * success, std::string * errorMessage) [virtual]`

Implements [Parser_if](#).

6.95.2.4 `sampler()` `Sampler_if * ParserDefaultImpl2::sampler () const [virtual]`

Implements [Parser_if](#).

6.95.2.5 `setSampler()` `void ParserDefaultImpl2::setSampler (Sampler_if * _sampler) [virtual]`

Implements [Parser_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefaultImpl2.cpp`

6.96 ParserManager Class Reference

Classes

- struct [GenerateNewParserResult](#)
- struct [NewParser](#)

Public Member Functions

- [ParserManager](#) ()
- virtual [~ParserManager](#) ()=default
- [ParserManager::GenerateNewParserResult](#) generateNewParser ([ParserChangesInformation](#) *changes)
- bool [connectNewParser](#) ([ParserManager::NewParser](#) newParser)

6.96.1 Constructor & Destructor Documentation

6.96.1.1 [ParserManager\(\)](#) `ParserManager::ParserManager ()`

6.96.1.2 [~ParserManager\(\)](#) `virtual ParserManager::~~ParserManager () [virtual], [default]`

6.96.2 Member Function Documentation

6.96.2.1 [connectNewParser\(\)](#) `bool ParserManager::connectNewParser (
 ParserManager::NewParser newParser)`

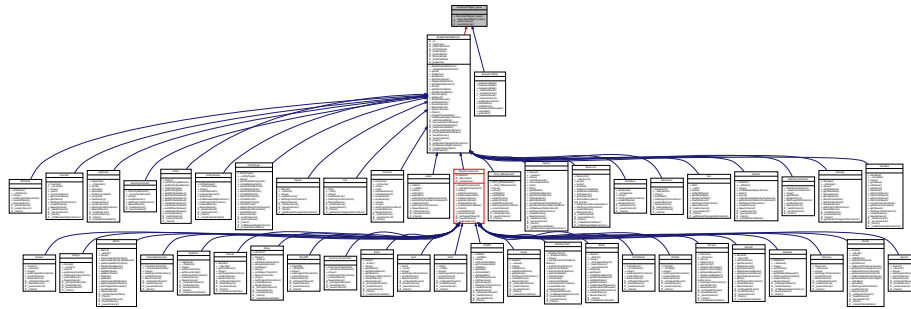
6.96.2.2 [generateNewParser\(\)](#) `ParserManager::GenerateNewParserResult ParserManager::generate↵
 NewParser (
 ParserChangesInformation * changes)`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys↵ Simulator/source/kernel/simulator/[ParserManager.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys↵ Simulator/source/kernel/simulator/[ParserManager.cpp](#)

6.97 PersistentObject_base Class Reference

Inheritance diagram for PersistentObject_base:



Public Member Functions

- [PersistentObject_base\(\)](#)
- virtual [~PersistentObject_base\(\)](#)=default

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)=0
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)=0

6.97.1 Constructor & Destructor Documentation

6.97.1.1 PersistentObject_base() `PersistentObject_base::PersistentObject_base ()`

6.97.1.2 ~PersistentObject_base() `virtual PersistentObject_base::~~PersistentObject_base ()`
[virtual], [default]

6.97.2 Member Function Documentation

6.97.2.1 _loadInstance() `virtual bool PersistentObject_base::_loadInstance (`
`std::map< std::string, std::string > * fields)` [protected], [pure virtual]

Implemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [SequenceStep](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [DummyElement](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODElement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [SinkModelComponent](#), [ModelDataDefinition](#), [ModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

6.97.2.2 _saveInstance() virtual std::map<std::string, std::string>* PersistentObject_base::↵
_saveInstance (
 bool saveDefaultValues) [protected], [pure virtual]

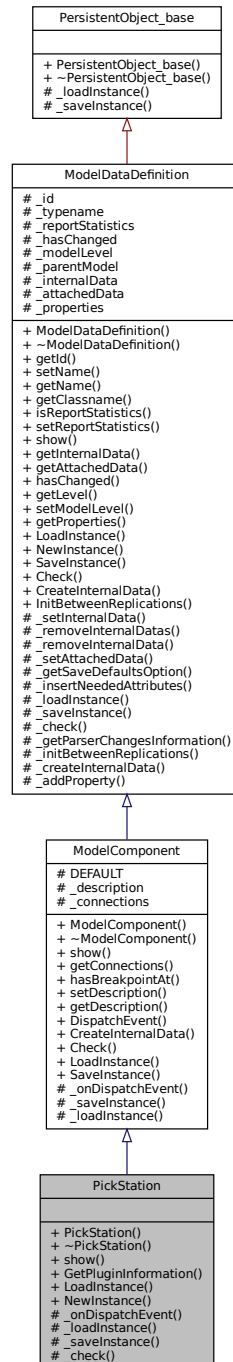
Implemented in [Variable](#), [Storage](#), [Station](#), [Set](#), [Sequence](#), [SequenceStep](#), [Schedule](#), [Resource](#), [Queue](#), [Label](#), [Formula](#), [File](#), [Failure](#), [EntityGroup](#), [DummyElement](#), [CppCode](#), [Write](#), [Unstore](#), [Submodel](#), [Store](#), [Stop](#), [Start](#), [Signal](#), [Separate](#), [Seize](#), [Search](#), [Route](#), [Remove](#), [Release](#), [Record](#), [Process](#), [PickUp](#), [PickStation](#), [OLD_ODEelement](#), [Match](#), [MarkovChain](#), [LSODE](#), [Leave](#), [Hold](#), [Exit](#), [Enter](#), [DummyComponent](#), [DropOff](#), [Dispose](#), [Delay](#), [Decide](#), [Create](#), [CppForG](#), [CellularAutomata](#), [Batch](#), [Assign](#), [Access](#), [StatisticsCollector](#), [SourceModelComponent](#), [SinkModelComponent](#), [ModelDataDefinition](#), [ModelComponent](#), [EntityType](#), [Entity](#), [Counter](#), and [Attribute](#).

The documentation for this class was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/kernel/simulator/PersistentObject_base.h](#)

6.98 PickStation Class Reference

Inheritance diagram for PickStation:



Public Member Functions

- `PickStation (Model *model, std::string name="")`
- `virtual ~PickStation ()=default`
- `virtual std::string show ()`

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.98.1 Detailed Description

[PickStation](#) module DESCRIPTION The [PickStation](#) module allows an entity to select a particular station from the multiple stations specified. This module picks among the group of stations based on the selection logic defined with the module. The entity may then route, transport, convey, or connect to the station specified. If the method chosen is connect, the selected station is assigned to an entity attribute. The station selection process is based on the minimum or maximum value of a variety of system variables and expressions. TYPICAL USES A part sent to a processing station based on machine's availability at each station A loan application sent to a set of loan officers based on the number sent to each officer A customer selecting among cashier lines based on the least number waiting in each line PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Test Condition Test condition to use for the station selection process, either Minimum or Maximum. Number En [Route](#) to [Station](#) The number of entities transferring to the station is considered in the station selection process. Number in [Queue](#) The number of entities in the queue at the station is considered in the station selection process. Number of Resources Busy The number of busy resources at the station is considered in the station selection process. Expression Determines if an additional user-defined expression is considered in the station selection process. Transfer Type Determines how an entity will be transferred out of this module to its next destination station—either [Route](#), Convey, Transport, or Connect. Save [Attribute](#) Defines the name of the attribute that will store the station name that is selected, visible when the transfer method is Connect. [Route](#) Time Move time of the entity from its current station to the station determined through this module. Units Time units for route-time parameters.

6.98.2 Constructor & Destructor Documentation

6.98.2.1 [PickStation\(\)](#) `PickStation::PickStation (`
`Model * model,`
`std::string name = "")`

6.98.2.2 [~PickStation\(\)](#) `virtual PickStation::~~PickStation () [virtual], [default]`

6.98.3 Member Function Documentation

6.98.3.1 `_check()` `bool PickStation::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.98.3.2 `_loadInstance()` `bool PickStation::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.98.3.3 `_onDispatchEvent()` `void PickStation::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.98.3.4 `_saveInstance()` `std::map< std::string, std::string > * PickStation::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.98.3.5 `GetPluginInformation()` `PluginInformation * PickStation::GetPluginInformation () [static]`

6.98.3.6 `LoadInstance()` `ModelComponent * PickStation::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.98.3.7 `NewInstance()` `ModelDataDefinition * PickStation::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.98.3.8 show() `std::string PickStation::show () [virtual]`

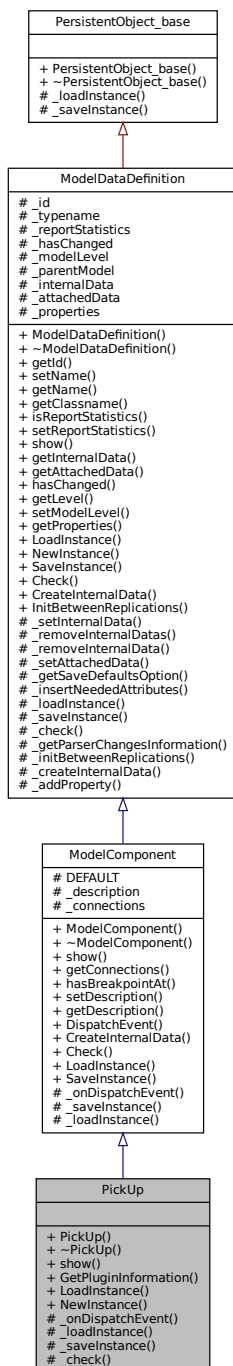
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickStation.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickStation.cpp](#)

6.99 Pickup Class Reference

Inheritance diagram for Pickup:



Public Member Functions

- [PickUp](#) ([Model](#) *model, std::string name="")
- virtual [~PickUp](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members**6.99.1 Detailed Description**

Pickup module DESCRIPTION The Pickup module removes a number of consecutive entities from a given queue starting at a specified rank in the queue. The entities that are picked up are added to the end of the incoming entity's group. TYPICAL USES Gathering an order from various queue locations Gathering completed forms for an office order Picking up students at a bus stop for school PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Quantity Number of entities to pick up. [Queue](#) Name Name of the queue from which the entities will be picked up, starting at the specified rank. Starting Rank Starting rank of the entities to pick up from the queue, [Queue](#) Name.

6.99.2 Constructor & Destructor Documentation

6.99.2.1 Pickup() `PickUp::PickUp (`
`Model * model,`
`std::string name = "")`

6.99.2.2 ~PickUp() `virtual PickUp::~~PickUp ()` [virtual], [default]

6.99.3 Member Function Documentation

6.99.3.1 _check() `bool PickUp::_check (`
`std::string * errorMessage)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.99.3.2 `_loadInstance()` `bool Pickup::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.99.3.3 `_onDispatchEvent()` `void Pickup::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` `[protected], [virtual]`

Implements [ModelComponent](#).

6.99.3.4 `_saveInstance()` `std::map< std::string, std::string > * Pickup::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.99.3.5 `GetPluginInformation()` `PluginInformation * Pickup::GetPluginInformation ()` `[static]`

6.99.3.6 `LoadInstance()` `ModelComponent * Pickup::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.99.3.7 `NewInstance()` `ModelDataDefinition * Pickup::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.99.3.8 `show()` `std::string Pickup::show ()` `[virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickUp.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickUp.cpp](#)

6.100 Plugin Class Reference

Public Member Functions

- [Plugin](#) (std::string filename_so_dll)
- [Plugin](#) ([StaticGetPluginInformation](#) getInformation)
- virtual [~Plugin](#) ()=default
- std::string [show](#) ()
- bool [isIsValidPlugin](#) () const
- [PluginInformation](#) * [getPluginInfo](#) () const
- [ModelDataDefinition](#) * [loadNew](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
creates a new [ModelDataDefinition](#) from fields loaded from a file
- bool [loadAndInsertNew](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- [ModelDataDefinition](#) * [newInstance](#) ([Model](#) *model, std::string name="")

6.100.1 Detailed Description

A [Plugin](#) represents a dynamically linked component class ([ModelComponent](#)) or modeldatum class ([ModelDataDefinition](#)); It gives access to a [ModelComponent](#) so it can be used by the model. Classes like [Create](#), [Delay](#), and [Dispose](#) are examples of Plugins. It corresponds directly to the "Expansible" part (the capitalized 'E') of the GenESyS acronymous Plugins are NOT implemented yet

6.100.2 Constructor & Destructor Documentation

6.100.2.1 [Plugin\(\)](#) [1/2] `Plugin::Plugin (std::string filename_so_dll)`

6.100.2.2 [Plugin\(\)](#) [2/2] `Plugin::Plugin (StaticGetPluginInformation getInformation)`

6.100.2.3 [~Plugin\(\)](#) `virtual Plugin::~~Plugin () [virtual], [default]`

6.100.3 Member Function Documentation

6.100.3.1 [getPluginInfo\(\)](#) `PluginInformation * Plugin::getPluginInfo () const`

6.100.3.2 isIsValidPlugin() `bool Plugin::isIsValidPlugin () const`

6.100.3.3 loadAndInsertNew() `bool Plugin::loadAndInsertNew (`
 `Model * model,`
 `std::map< std::string, std::string > * fields)`

6.100.3.4 loadNew() `ModelDataDefinition * Plugin::loadNew (`
 `Model * model,`
 `std::map< std::string, std::string > * fields)`

creates a new [ModelDataDefinition](#) from fields loaded from a file

6.100.3.5 newInstance() `ModelDataDefinition * Plugin::newInstance (`
 `Model * model,`
 `std::string name = "")`

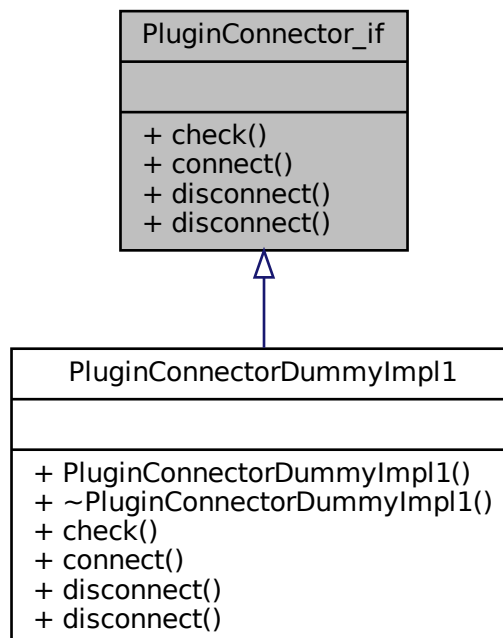
6.100.3.6 show() `std::string Plugin::show ()`

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin.cpp](#)

6.101 PluginConnector_if Class Reference

Inheritance diagram for PluginConnector_if:



Public Member Functions

- virtual `Plugin * check` (const std::string dynamicLibraryFilename)=0
- virtual `Plugin * connect` (const std::string dynamicLibraryFilename)=0
- virtual bool `disconnect` (const std::string dynamicLibraryFilename)=0
- virtual bool `disconnect` (`Plugin *plugin`)=0

6.101.1 Member Function Documentation

6.101.1.1 `check()` virtual `Plugin*` `PluginConnector_if::check` (
const std::string *dynamicLibraryFilename*) [pure virtual]

Implemented in `PluginConnectorDummyImpl1`.

6.101.1.2 connect() `virtual Plugin* PluginConnector_if::connect (const std::string dynamicLibraryFilename) [pure virtual]`

Implemented in [PluginConnectorDummyImpl1](#).

6.101.1.3 disconnect() [1/2] `virtual bool PluginConnector_if::disconnect (const std::string dynamicLibraryFilename) [pure virtual]`

Implemented in [PluginConnectorDummyImpl1](#).

6.101.1.4 disconnect() [2/2] `virtual bool PluginConnector_if::disconnect (Plugin * plugin) [pure virtual]`

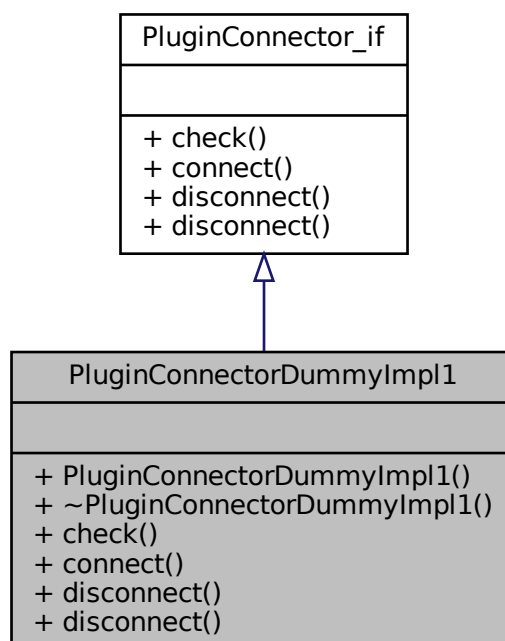
Implemented in [PluginConnectorDummyImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginConnector_if.h`

6.102 PluginConnectorDummyImpl1 Class Reference

Inheritance diagram for PluginConnectorDummyImpl1:



Public Member Functions

- [PluginConnectorDummyImpl1](#) ()
- virtual [~PluginConnectorDummyImpl1](#) ()=default
- virtual [Plugin](#) * [check](#) (const std::string *dynamicLibraryFilename*)
- virtual [Plugin](#) * [connect](#) (const std::string *dynamicLibraryFilename*)
- virtual bool [disconnect](#) (const std::string *dynamicLibraryFilename*)
- virtual bool [disconnect](#) ([Plugin](#) *plugin)

6.102.1 Constructor & Destructor Documentation

6.102.1.1 [PluginConnectorDummyImpl1](#)() `PluginConnectorDummyImpl1::PluginConnectorDummyImpl1 ()`

6.102.1.2 [~PluginConnectorDummyImpl1](#)() `virtual PluginConnectorDummyImpl1::~~PluginConnectorDummyImpl1 () [virtual], [default]`

6.102.2 Member Function Documentation

6.102.2.1 [check](#)() `Plugin * PluginConnectorDummyImpl1::check (const std::string dynamicLibraryFilename) [virtual]`

@ @TODO:To implement

Implements [PluginConnector_if](#).

6.102.2.2 [connect](#)() `Plugin * PluginConnectorDummyImpl1::connect (const std::string dynamicLibraryFilename) [virtual]`

Implements [PluginConnector_if](#).

6.102.2.3 [disconnect](#)() `[1/2] bool PluginConnectorDummyImpl1::disconnect (const std::string dynamicLibraryFilename) [virtual]`

Implements [PluginConnector_if](#).

6.102.2.4 disconnect() [2/2] `bool PluginConnectorDummyImpl1::disconnect (Plugin * plugin) [virtual]`

Implements [PluginConnector_if](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginConnectorDummyImpl1.cpp](#)

6.103 PluginInformation Class Reference

Public Member Functions

- [PluginInformation](#) (std::string pluginTypename, [StaticLoaderComponentInstance](#) componentloader, [StaticConstructorDataDefinitionInstance](#) elementConstructor)
- [PluginInformation](#) (std::string pluginTypename, [StaticLoaderDataDefinitionInstance](#) elementloader, [StaticConstructorDataDefinitionInstance](#) elementConstructor)
- [StaticLoaderDataDefinitionInstance](#) [getDataDefinitionLoader](#) () const
- [StaticLoaderComponentInstance](#) [GetComponentLoader](#) () const
- [StaticConstructorDataDefinitionInstance](#) [getDataDefinitionConstructor](#) () const
- bool [isGenerateReport](#) () const
- bool [isComponent](#) () const
- bool [isSendTransfer](#) () const
- bool [isReceiveTransfer](#) () const
- bool [isSink](#) () const
- bool [isSource](#) () const
- std::string [getObservation](#) () const
- std::string [getVersion](#) () const
- std::string [getDate](#) () const
- std::string [getAuthor](#) () const
- std::string [getPluginTypename](#) () const
- void [insertDynamicLibFileDependence](#) (std::string filename)
- void [setDynamicLibFilenameDependencies](#) (std::list< std::string > *dynamicLibFilenameDependencies)
- std::list< std::string > * [getDynamicLibFilenameDependencies](#) () const
- void [setGenerateReport](#) (bool generateReport)
- void [setSendTransfer](#) (bool sendTransfer)
- void [setReceiveTransfer](#) (bool receiveTransfer)
- void [setSink](#) (bool Sink)
- void [setSource](#) (bool Source)
- void [setObservation](#) (std::string observation)
- void [setVersion](#) (std::string version)
- void [setDate](#) (std::string date)
- void [setAuthor](#) (std::string author)
- void [setMaximumOutputs](#) (unsigned short _maximumOutputs)
- unsigned short [getMaximumOutputs](#) () const
- void [setMinimumOutputs](#) (unsigned short _minimumOutputs)
- unsigned short [getMinimumOutputs](#) () const
- void [setMaximumInputs](#) (unsigned short _maximumInputs)
- unsigned short [getMaximumInputs](#) () const
- void [setMinimumInputs](#) (unsigned short _minimumInputs)

- unsigned short [getMinimumInputs](#) () const
- void [setDescriptionHelp](#) (std::string _descriptionHelp)
- std::string [getDescriptionHelp](#) () const
- void [setFields](#) (std::map< std::string, std::string > *_fields)
- std::map< std::string, std::string > * [getFields](#) () const
- void [setLanguageTemplate](#) (std::string _languageTemplate)
- std::string [getLanguageTemplate](#) () const
- void [setCategory](#) (std::string _category)
- std::string [getCategory](#) () const

6.103.1 Constructor & Destructor Documentation

6.103.1.1 PluginInformation() [1/2] `PluginInformation::PluginInformation (`
`std::string pluginTypeName,`
`StaticLoaderComponentInstance componentloader,`
`StaticConstructorDataDefinitionInstance elementConstructor)`

6.103.1.2 PluginInformation() [2/2] `PluginInformation::PluginInformation (`
`std::string pluginTypeName,`
`StaticLoaderDataDefinitionInstance elementloader,`
`StaticConstructorDataDefinitionInstance elementConstructor)`

6.103.2 Member Function Documentation

6.103.2.1 getAuthor() `std::string PluginInformation::getAuthor () const`

6.103.2.2 getCategory() `std::string PluginInformation::getCategory () const`

6.103.2.3 GetComponentLoader() `StaticLoaderComponentInstance PluginInformation::GetComponentLoader () const`

6.103.2.4 getDataDefinitionConstructor() `StaticConstructorDataDefinitionInstance PluginInformation::getDataDefinitionConstructor () const`

6.103.2.5 **getDataDefinitionLoader()** `StaticLoaderDataDefinitionInstance` `PluginInformation::get↵`
`DataDefinitionLoader () const`

6.103.2.6 **getDate()** `std::string` `PluginInformation::getDate () const`

6.103.2.7 **getDescriptionHelp()** `std::string` `PluginInformation::getDescriptionHelp () const`

6.103.2.8 **getDynamicLibFilenameDependencies()** `std::list< std::string > * PluginInformation↵`
`::getDynamicLibFilenameDependencies () const`

6.103.2.9 **getFields()** `std::map< std::string, std::string > * PluginInformation::getFields ()`
`const`

6.103.2.10 **getLanguageTemplate()** `std::string` `PluginInformation::getLanguageTemplate () const`

6.103.2.11 **getMaximumInputs()** `unsigned short` `PluginInformation::getMaximumInputs () const`

6.103.2.12 **getMaximumOutputs()** `unsigned short` `PluginInformation::getMaximumOutputs () const`

6.103.2.13 **getMinimumInputs()** `unsigned short` `PluginInformation::getMinimumInputs () const`

6.103.2.14 **getMinimumOutputs()** `unsigned short` `PluginInformation::getMinimumOutputs () const`

6.103.2.15 **getObservation()** `std::string` `PluginInformation::getObservation () const`

6.103.2.16 **getPluginTypeName()** `std::string PluginInformation::getPluginTypeName () const`

6.103.2.17 **getVersion()** `std::string PluginInformation::getVersion () const`

6.103.2.18 **insertDynamicLibFileDependence()** `void PluginInformation::insertDynamicLibFileDependence (`
`std::string filename)`

6.103.2.19 **isComponent()** `bool PluginInformation::isComponent () const`

6.103.2.20 **isGenerateReport()** `bool PluginInformation::isGenerateReport () const`

6.103.2.21 **isReceiveTransfer()** `bool PluginInformation::isReceiveTransfer () const`

6.103.2.22 **isSendTransfer()** `bool PluginInformation::isSendTransfer () const`

6.103.2.23 **isSink()** `bool PluginInformation::isSink () const`

6.103.2.24 **isSource()** `bool PluginInformation::isSource () const`

6.103.2.25 **setAuthor()** `void PluginInformation::setAuthor (`
`std::string author)`

6.103.2.26 **setCategory()** `void PluginInformation::setCategory (`
`std::string _category)`

6.103.2.27 setDate() void PluginInformation::setDate (
std::string *date*)

6.103.2.28 setDescriptionHelp() void PluginInformation::setDescriptionHelp (
std::string *_descriptionHelp*)

6.103.2.29 setDynamicLibFilenameDependencies() void PluginInformation::setDynamicLibFilenameDependencies (
std::list< std::string > * *dynamicLibFilenameDependencies*)

6.103.2.30 setFields() void PluginInformation::setFields (
std::map< std::string, std::string > * *_fields*)

6.103.2.31 setGenerateReport() void PluginInformation::setGenerateReport (
bool *generateReport*)

6.103.2.32 setLanguageTemplate() void PluginInformation::setLanguageTemplate (
std::string *_languageTemplate*)

6.103.2.33 setMaximumInputs() void PluginInformation::setMaximumInputs (
unsigned short *_maximumInputs*)

6.103.2.34 setMaximumOutputs() void PluginInformation::setMaximumOutputs (
unsigned short *_maximumOutputs*)

6.103.2.35 setMinimumInputs() void PluginInformation::setMinimumInputs (
unsigned short *_minimumInputs*)

6.103.2.36 setMinimumOutputs() void PluginInformation::setMinimumOutputs (
 unsigned short *_minimumOutputs*)

6.103.2.37 setObservation() void PluginInformation::setObservation (
 std::string *observation*)

6.103.2.38 setReceiveTransfer() void PluginInformation::setReceiveTransfer (
 bool *receiveTransfer*)

6.103.2.39 setSendTransfer() void PluginInformation::setSendTransfer (
 bool *sendTransfer*)

6.103.2.40 setSink() void PluginInformation::setSink (
 bool *Sink*)

6.103.2.41 setSource() void PluginInformation::setSource (
 bool *Source*)

6.103.2.42 setVersion() void PluginInformation::setVersion (
 std::string *version*)

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[PluginInformation.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[PluginInformation.cpp](#)

6.104 PluginManager Class Reference

Public Member Functions

- [PluginManager](#) ([Simulator](#) *simulator)
- virtual [~PluginManager](#) ()=default
- std::string [show](#) ()
- bool [completePluginsFieldsAndTemplates](#) ()
- bool [check](#) (const std::string dynamicLibraryFilename)
- [Plugin](#) * [insert](#) (const std::string dynamicLibraryFilename)
- bool [remove](#) (const std::string dynamicLibraryFilename)
- bool [remove](#) ([Plugin](#) *plugin)
- [Plugin](#) * [find](#) (std::string pluginTypeName)
- [Plugin](#) * [front](#) ()
- [Plugin](#) * [next](#) ()
- [Plugin](#) * [last](#) ()
- unsigned int [size](#) ()
- [Plugin](#) * [getAtRank](#) (unsigned int rank)
- [ModelDataDefinition](#) * [newInstance](#) (std::string pluginType, [Model](#) *model, std::string name="")
- template<typename T >
T * [newInstance](#) ([Model](#) *model, std::string name="")

6.104.1 Constructor & Destructor Documentation

6.104.1.1 [PluginManager\(\)](#) `PluginManager::PluginManager (Simulator * simulator)`

6.104.1.2 [~PluginManager\(\)](#) `virtual PluginManager::~~PluginManager () [virtual], [default]`

6.104.2 Member Function Documentation

6.104.2.1 [check\(\)](#) `bool PluginManager::check (const std::string dynamicLibraryFilename)`

6.104.2.2 [completePluginsFieldsAndTemplates\(\)](#) `bool PluginManager::completePluginsFieldsAndTemplates ()`

6.104.2.3 find() `Plugin * PluginManager::find (`
`std::string pluginTypeName)`

6.104.2.4 front() `Plugin * PluginManager::front ()`

6.104.2.5 getAtRank() `Plugin * PluginManager::getAtRank (`
`unsigned int rank)`

6.104.2.6 insert() `Plugin * PluginManager::insert (`
`const std::string dynamicLibraryFilename)`

6.104.2.7 last() `Plugin * PluginManager::last ()`

6.104.2.8 newInstance() [1/2] `template<typename T >`
`T* PluginManager::newInstance (`
`Model * model,`
`std::string name = "")`

invalid use of incomplete class _simulator->getTracer()->traceError(Util::TraceLevel::L1_errorFatal, "Error: Could not find any plugin with Typename \" + pluginTypename + "\"");

6.104.2.9 newInstance() [2/2] `ModelDataDefinition * PluginManager::newInstance (`
`std::string pluginTypename,`
`Model * model,`
`std::string name = "")`

6.104.2.10 next() `Plugin * PluginManager::next ()`

6.104.2.11 remove() [1/2] `bool PluginManager::remove (`
`const std::string dynamicLibraryFilename)`

6.104.2.12 remove() [2/2] `bool PluginManager::remove (`
`Plugin * plugin)`

6.104.2.13 show() `std::string PluginManager::show ()`

6.104.2.14 size() `unsigned int PluginManager::size ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginManager.cpp`

6.105 yy::position Class Reference

A point in a source file.

Public Types

- `typedef const std::string filename_type`
Type for file name.
- `typedef int counter_type`
Type for line and column numbers.

Public Member Functions

- `position (filename_type *f=YY_NULLPTR, counter_type l=1, counter_type c=1)`
Construct a position.
- `void initialize (filename_type *fn=YY_NULLPTR, counter_type l=1, counter_type c=1)`
Initialization.

Line and Column related manipulators

- `void lines (counter_type count=1)`
(line related) Advance to the COUNT next lines.
- `void columns (counter_type count=1)`
(column related) Advance to the COUNT next columns.

Public Attributes

- `filename_type * filename`
File name to which this position refers.
- `counter_type line`
Current line number.
- `counter_type column`
Current column number.

6.105.1 Detailed Description

A point in a source file.

6.105.2 Member Typedef Documentation

6.105.2.1 counter_type `typedef int yy::position::counter_type`

Type for line and column numbers.

6.105.2.2 filename_type `typedef const std::string yy::position::filename_type`

Type for file name.

6.105.3 Constructor & Destructor Documentation

6.105.3.1 position() `yy::position::position (`
 `filename_type * f = YY_NULLPTR,`
 `counter_type l = 1,`
 `counter_type c = 1) [explicit]`

Construct a position.

6.105.4 Member Function Documentation

6.105.4.1 columns() `void yy::position::columns (`
 `counter_type count = 1)`

(column related) Advance to the COUNT next columns.

6.105.4.2 initialize() `void yy::position::initialize (`
 `filename_type * fn = YY_NULLPTR,`
 `counter_type l = 1,`
 `counter_type c = 1)`

Initialization.

6.105.4.3 lines() `void yy::position::lines (`
`counter_type count = 1)`

(line related) Advance to the COUNT next lines.

6.105.5 Member Data Documentation

6.105.5.1 column `counter_type yy::position::column`

Current column number.

6.105.5.2 filename `filename_type* yy::position::filename`

File name to which this position refers.

6.105.5.3 line `counter_type yy::position::line`

Current line number.

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/location.hh`

6.106 ProbabilityDistribution Class Reference

Static Public Member Functions

- static double `beta` (double x, double alpha, double beta)
- static double `chi2` (double x, double degreeFreedom)
- static double `erlang` (double x, double shape, double scale)
- static double `exponential` (double x, double mean)
- static double `fisherSnedecor` (double x, double d1, double d2)
- static double `gamma` (double x, double shape, double scale)
- static double `logNormal` (double x, double mean, double stddev)
- static double `normal` (double x, double mean, double stddev)
- static double `poisson` (double x, double mean)
- static double `triangular` (double x, double min, double mode, double max)
- static double `tStudent` (double x, double mean, double stddev, double degreeFreedom)
- static double `uniform` (double x, double min, double max)
- static double `weibull` (double x, double shape, double scale)
- static double `inverseChi2` (double cumulativeProbability, double degreeFreedom)
- static double `inverseFFisherSnedecor` (double cumulativeProbability, double d1, double d2)
- static double `inverseNormal` (double cumulativeProbability, double mean, double stddev)
- static double `inverseTStudent` (double cumulativeProbability, double mean, double stddev, double degreeFreedom)

6.106.1 Member Function Documentation

6.106.1.1 beta() `double ProbabilityDistribution::beta (`
 `double x,`
 `double alpha,`
 `double beta) [static]`

6.106.1.2 chi2() `double ProbabilityDistribution::chi2 (`
 `double x,`
 `double degreeFreedom) [static]`

6.106.1.3 erlang() `double ProbabilityDistribution::erlang (`
 `double x,`
 `double shape,`
 `double scale) [static]`

6.106.1.4 exponential() `double ProbabilityDistribution::exponential (`
 `double x,`
 `double mean) [static]`

6.106.1.5 fisherSnedecor() `double ProbabilityDistribution::fisherSnedecor (`
 `double x,`
 `double d1,`
 `double d2) [static]`

6.106.1.6 gamma() `double ProbabilityDistribution::gamma (`
 `double x,`
 `double shape,`
 `double scale) [static]`

6.106.1.7 inverseChi2() `double ProbabilityDistribution::inverseChi2 (`
 `double cumulativeProbability,`
 `double degreeFreedom) [static]`

TODO: Is there a way to better determine the upper limit?

6.106.1.8 inverseFFisherSnedecor() `double ProbabilityDistribution::inverseFFisherSnedecor (`
 `double cumulativeProbability,`
 `double d1,`
 `double d2) [static]`

TODO: Is there a way to better determine the upper limit?

6.106.1.9 inverseNormal() `double ProbabilityDistribution::inverseNormal (`
 `double cumulativeProbability,`
 `double mean,`
 `double stddev) [static]`

TODO: Could be better (separate into 1,2,3xstddev)

6.106.1.10 inverseTStudent() `double ProbabilityDistribution::inverseTStudent (`
 `double cumulativeProbability,`
 `double mean,`
 `double stddev,`
 `double degreeFreedom) [static]`

TODO: Could be better

6.106.1.11 logNormal() `double ProbabilityDistribution::logNormal (`
 `double x,`
 `double mean,`
 `double stddev) [static]`

6.106.1.12 normal() `double ProbabilityDistribution::normal (`
 `double x,`
 `double mean,`
 `double stddev) [static]`

6.106.1.13 poisson() `double ProbabilityDistribution::poisson (`
 `double x,`
 `double mean) [static]`

6.106.1.14 triangular() `double ProbabilityDistribution::triangular (`
 `double x,`
 `double min,`
 `double mode,`
 `double max) [static]`

6.106.1.15 tStudent() `double ProbabilityDistribution::tStudent (`
 `double x,`
 `double mean,`
 `double stddev,`
 `double degreeFreedom) [static]`

6.106.1.16 uniform() `double ProbabilityDistribution::uniform (`
 `double x,`
 `double min,`
 `double max) [static]`

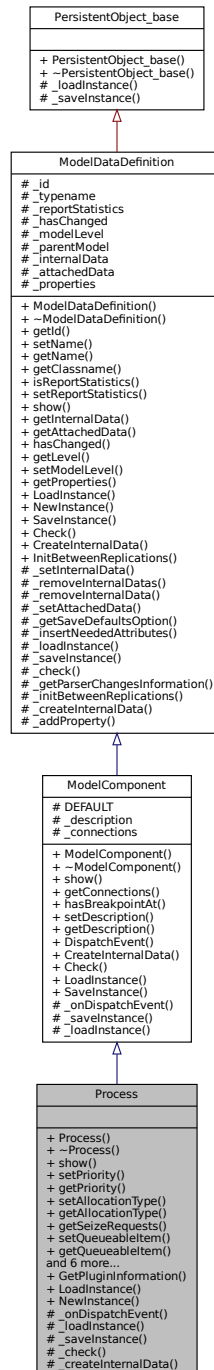
6.106.1.17 weibull() `double ProbabilityDistribution::weibull (`
 `double x,`
 `double shape,`
 `double scale) [static]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/ProbabilityDistribution.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/ProbabilityDistribution.cpp`

6.107 Process Class Reference

Inheritance diagram for Process:



Public Member Functions

- [Process](#) ([Model](#) *model, std::string name="")
- virtual [~Process](#) ()=default
- virtual std::string [show](#) ()

- void [setPriority](#) (unsigned short _priority)
- unsigned short [getPriority](#) () const
- void [setAllocationType](#) (unsigned int _allocationType)
- unsigned int [getAllocationType](#) () const
- [List](#)< [SeizableItem](#) * > * [getSeizeRequests](#) () const
- void [setQueueableItem](#) ([QueueableItem](#) *_queueableItem)
- [QueueableItem](#) * [getQueueableItem](#) () const
- void [setSaveAttribute](#) (std::string _saveAttribute)
- std::string [getSaveAttribute](#) () const
- void [setDelayExpression](#) (std::string _delayExpression)
- std::string [delayExpression](#) () const
- void [setDelayTimeUnit](#) ([Util::TimeUnit](#) _delayTimeUnit)
- [Util::TimeUnit](#) [delayTimeUnit](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.107.1 Detailed Description

This component ...

6.107.2 Constructor & Destructor Documentation

6.107.2.1 Process() `Process::Process (`
 [Model](#) * *model*,
 std::string *name* = "")

6.107.2.2 ~Process() `virtual Process::~~Process ()` [virtual], [default]

6.107.3 Member Function Documentation

6.107.3.1 `_check()` `bool Process::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.107.3.2 `_createInternalData()` `void Process::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.107.3.3 `_loadInstance()` `bool Process::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.107.3.4 `_onDispatchEvent()` `void Process::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.107.3.5 `_saveInstance()` `std::map< std::string, std::string > * Process::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.107.3.6 `delayExpression()` `std::string Process::delayExpression () const`

6.107.3.7 delayTimeUnit() `Util::TimeUnit Process::delayTimeUnit () const`

6.107.3.8 getAllocationType() `unsigned int Process::getAllocationType () const`

6.107.3.9 GetPluginInformation() `PluginInformation * Process::GetPluginInformation () [static]`

6.107.3.10 getPriority() `unsigned short Process::getPriority () const`

6.107.3.11 getQueueableItem() `QueueableItem * Process::getQueueableItem () const`

6.107.3.12 getSaveAttribute() `std::string Process::getSaveAttribute () const`

6.107.3.13 getSeizeRequests() `List< SeizableItem * > * Process::getSeizeRequests () const`

6.107.3.14 LoadInstance() `ModelComponent * Process::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.107.3.15 NewInstance() `ModelDataDefinition * Process::NewInstance (
Model * model,
std::string name = "") [static]`

6.107.3.16 setAllocationType() `void Process::setAllocationType (
unsigned int _allocationType)`

6.107.3.17 setDelayExpression() void Process::setDelayExpression (
std::string _delayExpression)

6.107.3.18 setDelayTimeUnit() void Process::setDelayTimeUnit (
Util::TimeUnit _delayTimeUnit)

6.107.3.19 setPriority() void Process::setPriority (
unsigned short _priority)

6.107.3.20 setQueueableItem() void Process::setQueueableItem (
QueueableItem * _queueableItem)

6.107.3.21 setSaveAttribute() void Process::setSaveAttribute (
std::string _saveAttribute)

6.107.3.22 show() std::string Process::show () [virtual]

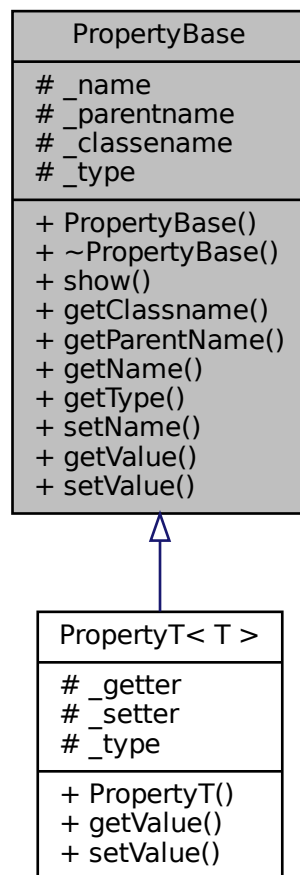
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[Process.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[Process.cpp](#)

6.108 PropertyBase Class Reference

Inheritance diagram for PropertyBase:



Public Member Functions

- [PropertyBase](#) (std::string classname, std::string name, std::string parentName="")
- virtual [~PropertyBase](#) ()=default
- std::string [show](#) () const
- std::string [getClassname](#) () const
- std::string [getParentName](#) () const
- std::string [getName](#) () const
- std::string [getType](#) () const
- void [setName](#) (const std::string &name)
- double [getValue](#) () const
- void [setValue](#) (double value)

Protected Attributes

- `std::string _name`
- `std::string _parentname`
- `std::string _classname`
- `std::string _type` = "none"

6.108.1 Constructor & Destructor Documentation

6.108.1.1 PropertyBase() `PropertyBase::PropertyBase (`
 `std::string classname,`
 `std::string name,`
 `std::string parentName = "")`

6.108.1.2 ~PropertyBase() `virtual PropertyBase::~~PropertyBase () [virtual], [default]`

6.108.2 Member Function Documentation

6.108.2.1 getClassname() `std::string PropertyBase::getClassname () const`

6.108.2.2 getName() `std::string PropertyBase::getName () const`

6.108.2.3 getParentName() `std::string PropertyBase::getParentName () const`

6.108.2.4 getType() `std::string PropertyBase::getType () const`

6.108.2.5 getValue() `double PropertyBase::getValue () const`

6.108.2.6 setName() void PropertyBase::setName (
const std::string & name)

6.108.2.7 setValue() void PropertyBase::setValue (
double value)

6.108.2.8 show() std::string PropertyBase::show () const

6.108.3 Member Data Documentation

6.108.3.1 _classname std::string PropertyBase::_classname [protected]

6.108.3.2 _name std::string PropertyBase::_name [protected]

6.108.3.3 _parentname std::string PropertyBase::_parentname [protected]

6.108.3.4 _type std::string PropertyBase::_type = "none" [protected]

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-
Simulator/source/kernel/simulator/[Property.h](#)

6.109 PropertyManager Class Reference

Public Member Functions

- [PropertyManager](#) ()

6.109.1 Constructor & Destructor Documentation

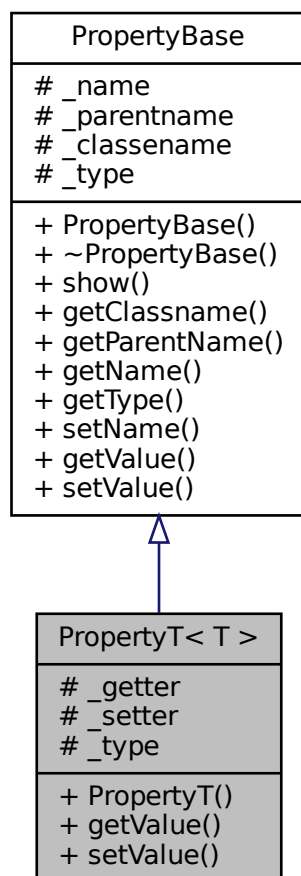
6.109.1.1 **PropertyManager()** `PropertyManager::PropertyManager ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PropertyManager.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PropertyManager.cpp`

6.110 **PropertyT< T > Class Template Reference**

Inheritance diagram for `PropertyT< T >`:



Public Member Functions

- `PropertyT` (`std::string classname`, `std::string name`, `typename Getter< T >::Member getter`, `typename Setter< T >::Member setter`, `std::string parentName=""`)
- `T getValue ()`
- `void setValue (T value)`

Protected Attributes

- [Getter< T >::Member _getter](#)
- [Setter< T >::Member _setter](#)
- `const std::string _type = Util::TypeOf<T>()`

6.110.1 Constructor & Destructor Documentation

6.110.1.1 PropertyT() `template<typename T >`
PropertyT< T >::PropertyT (
 std::string *classname*,
 std::string *name*,
 typename [Getter](#)< T >::Member *getter*,
 typename [Setter](#)< T >::Member *setter*,
 std::string *parentName* = "")

6.110.2 Member Function Documentation

6.110.2.1 getValue() `template<typename T >`
 T [PropertyT](#)< T >::getValue ()

6.110.2.2 setValue() `template<typename T >`
 void [PropertyT](#)< T >::setValue (
 T *value*)

6.110.3 Member Data Documentation

6.110.3.1 _getter `template<typename T >`
[Getter](#)<T>::Member [PropertyT](#)< T >::_getter [protected]

6.110.3.2 _setter `template<typename T >`
[Setter](#)<T>::Member [PropertyT](#)< T >::_setter [protected]

6.110.3.3 `_type` `template<typename T >`

```
const std::string PropertyT< T >::_type = Util::TypeOf<T>() [protected]
```

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Property.h`

6.111 Queue Class Reference

Inheritance diagram for Queue:



Public Types

- enum class [OrderRule](#) : int { [FIFO](#) = 1 , [LIFO](#) = 2 , [HIGHESTVALUE](#) = 3 , [SMALLESTVALUE](#) = 4 }

Public Member Functions

- [Queue](#) ([Model](#) *model, std::string name="")
- virtual [~Queue](#) ()
- virtual std::string [show](#) ()
- void [insertElement](#) ([Waiting](#) *modeldatum)
- void [removeElement](#) ([Waiting](#) *modeldatum)
- unsigned int [size](#) ()
- [Waiting](#) * [first](#) ()
- [Waiting](#) * [getAtRank](#) (unsigned int rank)
- void [setAttributeName](#) (std::string _attributeName)
- std::string [getAttributeName](#) () const
- void [setOrderRule](#) ([OrderRule](#) _orderRule)
- [Queue::OrderRule](#) [getOrderRule](#) () const
- double [sumAttributesFromWaiting](#) ([Util::identification](#) attributeID)
- double [getAttributeFromWaitingRank](#) (unsigned int rank, [Util::identification](#) attributeID)
- void [initBetweenReplications](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()
- virtual [ParserChangesInformation](#) * [_getParserChangesInformation](#) ()

Additional Inherited Members

6.111.1 Detailed Description

[Queue](#) module DESCRIPTION This data module may be utilized to change the ranking rule for a specified queue. The default ranking rule for all queues is First In, First Out unless otherwise specified in this module. There is an additional field that allows the queue to be defined as shared. TYPICAL USES Stack of work waiting for a resource at a [Process](#) module Holding area for documents waiting to be collated at a [Batch](#) module Prompt Description Name The name of the queue whose characteristics are being defined. This name must be unique. Type Ranking rule for the queue, which can be based on an attribute. Types include First In, First Out; Last In, First Out; Lowest [Attribute](#) Value (first); and Highest [Attribute](#) Value (first). A low attribute value would be 0 or 1, while a high value may be 200 or 300. [Attribute](#) Name [Attribute](#) that will be evaluated for the Lowest [Attribute](#) Value or Highest [Attribute](#) Value types. Entities with lowest or highest values of the attribute will be ranked first in the queue, with ties being broken using the First In, First Out rule. Shared Check box that determines whether a specific queue is used in multiple places within the simulation model. Shared queues can only be used for seizing resources (for example, with the [Seize](#) module from the Advanced [Process](#) panel). Report Statistics Specifies whether or not statistics will be collected automatically and stored in the report database for this queue.

6.111.2 Member Enumeration Documentation

6.111.2.1 OrderRule `enum Queue::OrderRule : int [strong]`

Enumerator

FIFO	
LIFO	
HIGHESTVALUE	
SMALLESTVALUE	

6.111.3 Constructor & Destructor Documentation

6.111.3.1 Queue() `Queue::Queue (Model * model, std::string name = "")`

6.111.3.2 ~Queue() `Queue::~~Queue () [virtual]`

6.111.4 Member Function Documentation

6.111.4.1 _check() `bool Queue::_check (std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.111.4.2 _createInternalData() `void Queue::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.111.4.3 `_getParserChangesInformation()` `ParserChangesInformation * Queue::_getParserChangesInformation ()` [protected], [virtual]

This method returns all changes in the parser that are needed by plugins of this ModelDatas. When connecting a new plugin, `ParserChangesInformation` are used to change parser source code, which is after compiled and dinamically linked to to simulator kernel to reflect the changes

Reimplemented from [ModelDataDefinition](#).

6.111.4.4 `_loadInstance()` `bool Queue::_loadInstance (std::map< std::string, std::string > * fields)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.111.4.5 `_saveInstance()` `std::map< std::string, std::string > * Queue::_saveInstance (bool saveDefaultValues)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.111.4.6 `first()` `Waiting * Queue::first ()`

6.111.4.7 `getAtRank()` `Waiting * Queue::getAtRank (unsigned int rank)`

6.111.4.8 `getAttributeFromWaitingRank()` `double Queue::getAttributeFromWaitingRank (unsigned int rank, Util::identification attributeID)`

6.111.4.9 `getAttributeName()` `std::string Queue::getAttributeName () const`

6.111.4.10 `getOrderRule()` `Queue::OrderRule Queue::getOrderRule () const`

6.111.4.11 GetPluginInformation() `PluginInformation * Queue::GetPluginInformation () [static]`

6.111.4.12 initBetweenReplications() `void Queue::initBetweenReplications ()`

6.111.4.13 insertElement() `void Queue::insertElement (
Waiting * modeldatum)`

6.111.4.14 LoadInstance() `ModelDataDefinition * Queue::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.111.4.15 NewInstance() `ModelDataDefinition * Queue::NewInstance (
Model * model,
std::string name = "") [static]`

6.111.4.16 removeElement() `void Queue::removeElement (
Waiting * modeldatum)`

6.111.4.17 setAttributeName() `void Queue::setAttributeName (
std::string _attributeName)`

6.111.4.18 setOrderRule() `void Queue::setOrderRule (
OrderRule _orderRule)`

6.111.4.19 show() `std::string Queue::show () [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.111.4.20 size() `unsigned int Queue::size ()`

6.111.4.21 sumAttributesFromWaiting() `double Queue::sumAttributesFromWaiting (Util::identification attributeID)`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Queue.h
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Queue.cpp

6.112 QueueableItem Class Reference

Public Types

- enum class [QueueableType](#) : int { [QUEUE](#) = 1 , [SET](#) = 2 }

Public Member Functions

- [QueueableItem](#) ([ModelDataDefinition](#) *queueOrSet, [QueueableItem::QueueableType](#) queueableType=[QueueableItem::QueueableType::QUEUE](#), std::string index="0")
- [QueueableItem](#) ([Model](#) *model, std::string queueName)
- bool [loadInstance](#) (std::map< std::string, std::string > *fields)
- std::map< std::string, std::string > * [saveInstance](#) (bool saveDefaultValues)
- std::string [show](#) ()
- void [setIndex](#) (std::string index)
- std::string [getIndex](#) () const
- std::string [getQueueableName](#) () const
- void [setQueue](#) ([Queue](#) *resource)
- [Queue](#) * [getQueue](#) () const
- void [setSet](#) ([Set](#) *set)
- [Set](#) * [getSet](#) () const
- void [setQueueableType](#) ([QueueableType](#) queueableType)
- [QueueableType](#) [getQueueableType](#) () const
- [ModelDataDefinition](#) * [getQueueable](#) () const
- void [setElementManager](#) ([ModelDataManager](#) *_modelDataManager)

6.112.1 Member Enumeration Documentation

6.112.1.1 QueueableType enum [QueueableItem::QueueableType](#) : int [strong]

Enumerator

QUEUE	
SET	

6.112.2 Constructor & Destructor Documentation

6.112.2.1 QueueableItem() [1/2] `QueueableItem::QueueableItem (
 ModelDataDefinition * queueOrSet,
 QueueableItem::QueueableType queueableType = QueueableItem::QueueableType::QUEUE,
 std::string index = "0")`

6.112.2.2 QueueableItem() [2/2] `QueueableItem::QueueableItem (
 Model * model,
 std::string queueName = "")`

6.112.3 Member Function Documentation

6.112.3.1 getIndex() `std::string QueueableItem::getIndex () const`

6.112.3.2 getQueue() `Queue * QueueableItem::getQueue () const`

6.112.3.3 getQueueable() `ModelDataDefinition * QueueableItem::getQueueable () const`

6.112.3.4 getQueueableName() `std::string QueueableItem::getQueueableName () const`

6.112.3.5 getQueueableType() `QueueableItem::QueueableType QueueableItem::getQueueableType ()
const`

6.112.3.6 getSet() `Set * QueueableItem::getSet () const`

6.112.3.7 loadInstance() `bool QueueableItem::loadInstance (`
`std::map< std::string, std::string > * fields)`

6.112.3.8 saveInstance() `std::map< std::string, std::string > * QueueableItem::saveInstance (`
`bool saveDefaultValues)`

6.112.3.9 setElementManager() `void QueueableItem::setElementManager (`
`ModelDataManager * _modelDataManager)`

6.112.3.10 setIndex() `void QueueableItem::setIndex (`
`std::string index)`

6.112.3.11 setQueue() `void QueueableItem::setQueue (`
`Queue * resource)`

6.112.3.12 setQueueableType() `void QueueableItem::setQueueableType (`
`QueueableItem::QueueableType queueableType)`

6.112.3.13 setSet() `void QueueableItem::setSet (`
`Set * set)`

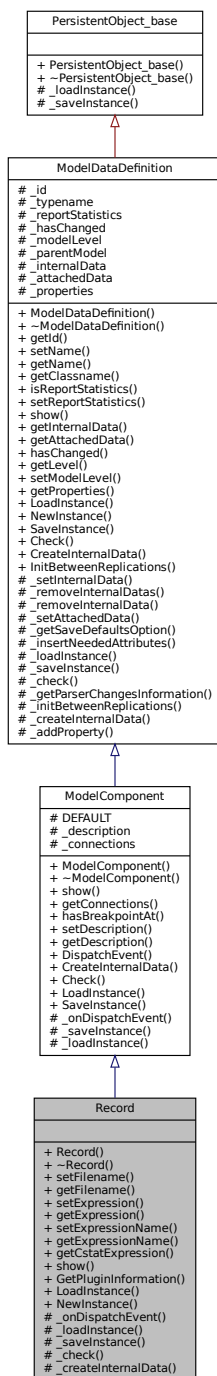
6.112.3.14 show() `std::string QueueableItem::show ()`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[QueueableItem.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[QueueableItem.cpp](#)

6.113 Record Class Reference

Inheritance diagram for Record:



Public Member Functions

- **Record** (**Model** *model, std::string name="")
- virtual **~Record** ()
- void **setFilename** (std::string filename)

- `std::string` [getFilename](#) () const
- void [setExpression](#) (const `std::string` expression)
- `std::string` [getExpression](#) () const
- void [setExpressionName](#) (`std::string` expressionName)
- `std::string` [getExpressionName](#) () const
- [StatisticsCollector](#) * [getCstatExpression](#) () const
- virtual `std::string` [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, `std::map< std::string, std::string >` *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, `std::string` name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (`std::map< std::string, std::string >` *fields)
- virtual `std::map< std::string, std::string >` * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (`std::string` *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.113.1 Detailed Description

[Record](#) module DESCRIPTION This module is used to collect statistics in the simulation model. Various types of observational statistics are available, including time between exits through the module, entity statistics (such as time or costing), general observations, and interval statistics (from some time stamp to the current simulation time). A count type of statistic is available as well. Tally and [Counter](#) sets can also be specified. TYPICAL USES Collect the number of jobs completed each hour Count how many orders have been late being fulfilled [Record](#) the time spent by priority customers in the main check-out line PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Type of observational (tally) or count statistic to be generated. Count will increase or decrease the value of the named statistic by the specified value. [Entity](#) Statistics will generate general entity statistics, such as time and costing/duration information. Time Interval will calculate and record the difference between a specified attribute's value and current simulation time. Time Between will track and record the time between entities entering the module. Expression will record the value of the specified expression. [Attribute](#) Name Name of the attribute whose value will be used for the interval statistics. Applies only when Type is Interval. Value Value that will be recorded to the observational statistic when Type is Expression or added to the counter when Type is Count. Tally Name This field defines the symbol name of the tally into which the observation is to be recorded. Applies only when Type is Time Interval, Time Between, or Expression. [Counter](#) This field defines the symbol name of the counter to Name increment/decrement. Applies only when Type is [Counter](#). [Record](#) into [Set](#) Check box to specify whether or not a tally or counter set will be used. Tally [Set](#) Name Name of the tally set that will be used to record the observational-type statistic. Applies only when Type is Time Interval, Time Between, or Expression. [Counter Set](#) Name Name of the counter set that will be used to record the count-type statistic. Applies only when Type is Count. [Set](#) Index Index into the tally or counter set.

6.113.2 Constructor & Destructor Documentation

6.113.2.1 Record() `Record::Record (`
 `Model * model,`
 `std::string name = "")`

6.113.2.2 ~Record() `Record::~Record () [virtual]`

6.113.3 Member Function Documentation

6.113.3.1 _check() `bool Record::_check (`
 `std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.113.3.2 _createInternalData() `void Record::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.113.3.3 _loadInstance() `bool Record::_loadInstance (`
 `std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.113.3.4 _onDispatchEvent() `void Record::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.113.3.5 _saveInstance() `std::map< std::string, std::string > * Record::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.113.3.6 getCstatExpression() `StatisticsCollector * Record::getCstatExpression () const`

6.113.3.7 getExpression() `std::string Record::getExpression () const`

6.113.3.8 getExpressionName() `std::string Record::getExpressionName () const`

6.113.3.9 getFilename() `std::string Record::getFilename () const`

6.113.3.10 GetPluginInformation() `PluginInformation * Record::GetPluginInformation () [static]`

6.113.3.11 LoadInstance() `ModelComponent * Record::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.113.3.12 NewInstance() `ModelDataDefinition * Record::NewInstance (
Model * model,
std::string name = "") [static]`

6.113.3.13 setExpression() `void Record::setExpression (
const std::string expression)`

6.113.3.14 setExpressionName() `void Record::setExpressionName (
std::string expressionName)`

6.113.3.15 setFilename() `void Record::setFilename (
std::string filename)`

6.113.3.16 show() `std::string Record::show () [virtual]`

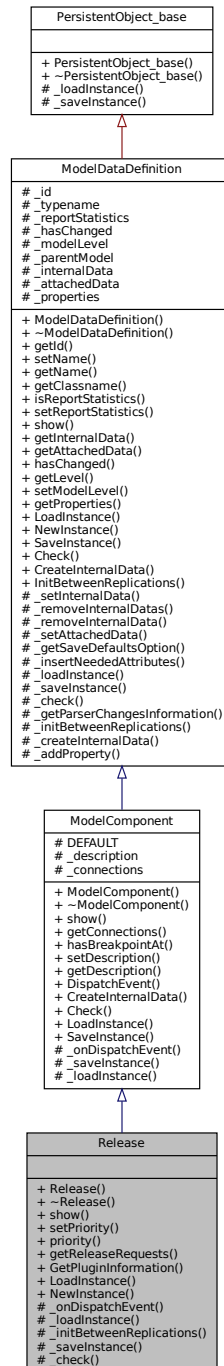
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Record.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Record.cpp](#)

6.114 Release Class Reference

Inheritance diagram for Release:



Public Member Functions

- [Release](#) ([Model](#) *model, std::string name="")
- virtual [~Release](#) ()=default
- virtual std::string [show](#) ()

- void [setPriority](#) (unsigned short _priority)
- unsigned short [priority](#) () const
- [List](#)< [SeizableItem](#) * > * [getReleaseRequests](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual void [_initBetweenReplications](#) ()
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.114.1 Detailed Description

[Release](#) module DESCRIPTION The [Release](#) module is used to release units of a resource that an entity previously has seized. This module may be used to release individual resources or may be used to release resources within a set. For each resource to be released, the name and quantity to release are specified. When the entity enters the [Release](#) module, it gives up control of the specified resource(s). Any entities waiting in queues for those resources will gain control of the resources immediately. TYPICAL USES Finishing a customer order (release the operator) Completing a tax return (release the accountant) Leaving the hospital (release the doctor, nurse, hospital room) PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Type of resource for releasing, either specifying a particular resource, or selecting from a pool of resources (that is, a resource set). The resource name may also be specified by an expression or attribute value. [Resource](#) Name Name of the resource that will be released. [Set](#) Name Name of the resource set from which a member will be released. [Attribute](#) Name Name of the attribute that specifies the resource name to be released. Expression Name of the expression that specifies the name of the resource to be released. Quantity Number of resources of a given name or from a given set that will be released. For sets, this value specifies only the number of a selected resource that will be released (based on the resource's capacity), not the number of members to be released within the set. [Release](#) Rule Method of determining which resource within a set to release. Last Member Seized and First Member Seized will release the last/first member from within the set that was seized. Specific member indicates that a member number or attribute (with a member number value) will be used to specify the member to release. [Set](#) Index Member index of the resource set that the entity will release.

6.114.2 Constructor & Destructor Documentation

6.114.2.1 [Release\(\)](#) [Release](#)::[Release](#) (
 [Model](#) * model,
 std::string name = "")

6.114.2.2 `~Release()` `virtual Release::~~Release () [virtual], [default]`

6.114.3 Member Function Documentation

6.114.3.1 `_check()` `bool Release::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.114.3.2 `_initBetweenReplications()` `void Release::_initBetweenReplications () [protected],`
`[virtual]`

Reimplemented from [ModelDataDefinition](#).

6.114.3.3 `_loadInstance()` `bool Release::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.114.3.4 `_onDispatchEvent()` `void Release::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.114.3.5 `_saveInstance()` `std::map< std::string, std::string > * Release::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.114.3.6 `GetPluginInformation()` `PluginInformation * Release::GetPluginInformation () [static]`

6.114.3.7 `getReleaseRequests()` `List< SeizableItem * > * Release::getReleaseRequests () const`

6.114.3.8 LoadInstance() `ModelComponent * Release::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.114.3.9 NewInstance() `ModelDataDefinition * Release::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.114.3.10 priority() `unsigned short Release::priority () const`

6.114.3.11 setPriority() `void Release::setPriority (`
 `unsigned short _priority)`

6.114.3.12 show() `std::string Release::show () [virtual]`

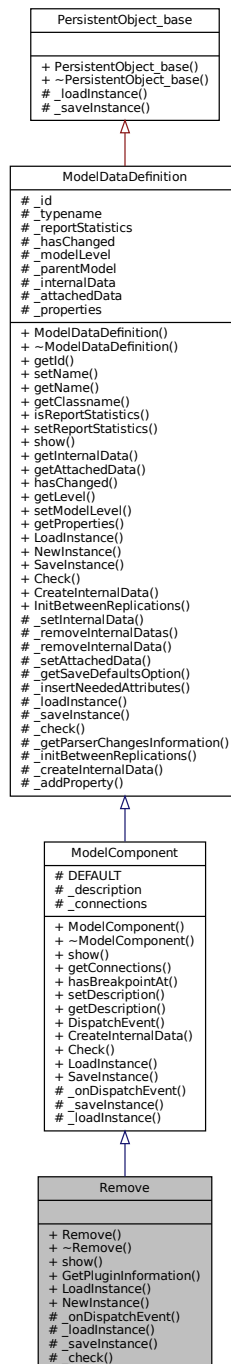
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Release.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Release.cpp`

6.115 Remove Class Reference

Inheritance diagram for Remove:



Public Member Functions

- [Remove](#) ([Model](#) *model, std::string name="")
- virtual [~Remove](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.115.1 Detailed Description

[Remove](#) module DESCRIPTION The [Remove](#) module removes a single entity from a specified position in a queue and sends it to a designated module. When an entity arrives at a [Remove](#) module, it removes the entity from the specified queue and sends it to the connected module. The rank of the entity signifies the location of the entity within the queue. The entity that caused the removal proceeds to the next module specified and is processed before the removed entity. TYPICAL USES Removing an order from a queue that is due to be completed next Calling a patient from a waiting room for an examination Retrieving the next order to be processed from a pile of documents Prompt Description Name Unique module identifier displayed on the module shape. [Queue](#) Name Name of the queue from which the entity will be removed. Rank of [Entity](#) Rank of the entity to remove from within the queue.

6.115.2 Constructor & Destructor Documentation

6.115.2.1 [Remove\(\)](#) `Remove::Remove (`
`Model * model,`
`std::string name = "")`

6.115.2.2 [~Remove\(\)](#) `virtual Remove::~~Remove () [virtual], [default]`

6.115.3 Member Function Documentation

6.115.3.1 [_check\(\)](#) `bool Remove::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.115.3.2 `_loadInstance()` `bool Remove::_loadInstance (`
`std::map< std::string, std::string > * fields)` [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.115.3.3 `_onDispatchEvent()` `void Remove::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` [protected], [virtual]

Implements [ModelComponent](#).

6.115.3.4 `_saveInstance()` `std::map< std::string, std::string > * Remove::_saveInstance (`
`bool saveDefaultValues)` [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.115.3.5 `GetPluginInformation()` `PluginInformation * Remove::GetPluginInformation ()` [static]

6.115.3.6 `LoadInstance()` `ModelComponent * Remove::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` [static]

6.115.3.7 `NewInstance()` `ModelDataDefinition * Remove::NewInstance (`
`Model * model,`
`std::string name = "")` [static]

6.115.3.8 `show()` `std::string Remove::show ()` [virtual]

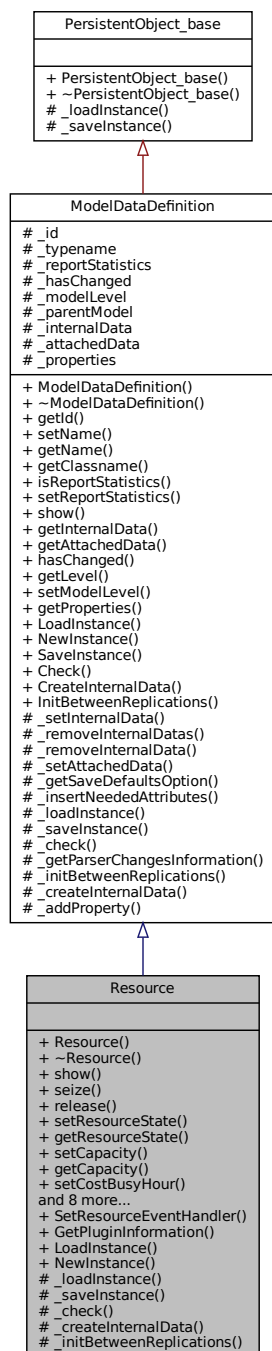
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Remove.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/[Remove.cpp](#)

6.116 Resource Class Reference

Inheritance diagram for Resource:



Public Types

- enum class [ResourceState](#) : int {
[IDLE](#) = 1 , [BUSY](#) = 2 , [FAILED](#) = 3 , [INACTIVE](#) = 4 ,
[OTHER](#) = 5 }
- typedef std::function< void([Resource](#) *) > [ResourceEventHandler](#)
- typedef std::pair< std::pair< [ResourceEventHandler](#), [ModelComponent](#) * >, unsigned int > [SortedResourceEventHandler](#)

Public Member Functions

- [Resource](#) ([Model](#) *model, std::string name="")
- virtual [~Resource](#) ()=default
- virtual std::string [show](#) ()
- void [seize](#) (unsigned int quantity)
- void [release](#) (unsigned int quantity)
- void [setResourceState](#) ([ResourceState](#) _resourceState)
- [Resource::ResourceState](#) [getResourceState](#) () const
- void [setCapacity](#) (unsigned int _capacity)
- unsigned int [getCapacity](#) () const
- void [setCostBusyHour](#) (double _costBusyHour)
- double [getCostBusyHour](#) () const
- void [setCostIdleHour](#) (double _costIdleHour)
- double [getCostIdleHour](#) () const
- void [setCostPerUse](#) (double _costPerUse)
- double [getCostPerUse](#) () const
- unsigned int [getNumberBusy](#) () const
- void [addReleaseResourceEventHandler](#) ([ResourceEventHandler](#) eventHandler, [ModelComponent](#) *component, unsigned int priority)
- double [getLastTimeSeized](#) () const

Static Public Member Functions

- template<typename Class >
static [ResourceEventHandler](#) [SetResourceEventHandler](#) (void(Class::*function)([Resource](#) *), Class *object)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()
- virtual void [_initBetweenReplications](#) ()

Additional Inherited Members

6.116.1 Detailed Description

[Resource](#) module DESCRIPTION This data module defines the resources in the simulation system, including costing information and resource availability. Resources may have a fixed capacity that does not vary over the simulation run or may operate based on a schedule. [Resource](#) failures and states can also be specified in this module. TYPICAL USES Equipment (machinery, cash register, phone line) People (clerical, order processing, sales clerks, operators) PROMPTS Prompt Description Name The name of the resource whose characteristics are being defined. This name must be unique. Type Method for determining the capacity for a resource. Fixed Capacity will not change during the simulation run. Based on [Schedule](#) signifies that a [Schedule](#) module is used to specify the capacity and duration information for the resource. Capacity Number of resource units of a given name that are available to the system for processing. Applies only when Type is Fixed Capacity. [Schedule](#) Name Identifies the name of the schedule to be used by the resource. The schedule defines the capacity of a resource for a given period

of time. Applies only when type is [Schedule](#). [Schedule](#) Rule Dictates when the actual capacity change is to occur when a decrease in capacity is required for a busy resource unit. Applies only when Type is [Schedule](#). Busy/Hour Cost per hour of a resource that is processing an entity. The resource becomes busy when it is originally allocated to an entity and becomes idle when it is released. During the time when it is busy, cost will accumulate based on the busy/hour cost. The busy cost per hour is automatically converted to the appropriate base time unit specified within the Replication Parameters page of the Run > Setup menu item. Idle/Hour Cost per hour of a resource that is idle. The resource is idle while it is not processing an entity. During the time when it is idle, cost will accumulate based on the idle/hour cost. The idle cost per hour is automatically converted to the appropriate base time unit specified within the Replication Parameters page of the Run > Setup menu item. Per Use Cost of a resource on a usage basis, regardless of the time for which it is used. Each time the resource is allocated to an entity, it will incur a per-use cost. StateSet Name Name of states that the resource may be assigned during the simulation run. Initial State Initial state of a resource. If specified, the name must be defined within the repeat group of state names. This field is shown only when a StateSet Name is defined. Failures Lists all failures that will be associated with the resource. [Failure](#) Name—Name of the failure associated with the resource. [Failure](#) Rule—Behavior that should occur when a failure is to occur for a busy resource unit. Report Statistics Specifies whether or not statistics will be collected automatically and stored in the report database for this resource.

6.116.2 Member Typedef Documentation

6.116.2.1 ResourceEventHandler `typedef std::function<void(Resource*) > Resource::ResourceEventHandler`

6.116.2.2 SortedResourceEventHandler `typedef std::pair<std::pair<ResourceEventHandler, ModelComponent*>, unsigned int> Resource::SortedResourceEventHandler`

6.116.3 Member Enumeration Documentation

6.116.3.1 ResourceState `enum Resource::ResourceState : int [strong]`

Enumerator

IDLE	
BUSY	
FAILED	
INACTIVE	
OTHER	

6.116.4 Constructor & Destructor Documentation

6.116.4.1 Resource() `Resource::Resource (`
`Model * model,`
`std::string name = "")`

Handlers are sorted by priority

6.116.4.2 ~Resource() `virtual Resource::~~Resource ()` [virtual], [default]

6.116.5 Member Function Documentation

6.116.5.1 _check() `bool Resource::_check (`
`std::string * errorMessage)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.116.5.2 _createInternalData() `void Resource::_createInternalData ()` [protected], [virtual]

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.116.5.3 _initBetweenReplications() `void Resource::_initBetweenReplications ()` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.116.5.4 _loadInstance() `bool Resource::_loadInstance (`
`std::map< std::string, std::string > * fields)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.116.5.5 _saveInstance() `std::map< std::string, std::string > * Resource::_saveInstance (`
`bool saveDefaultValues)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.116.5.6 addReleaseResourceEventHandler() void Resource::addReleaseResourceEventHandler (
ResourceEventHandler *eventHandler*,
ModelComponent * *component*,
unsigned int *priority*)

6.116.5.7 getCapacity() unsigned int Resource::getCapacity () const

6.116.5.8 getCostBusyHour() double Resource::getCostBusyHour () const

6.116.5.9 getCostIdleHour() double Resource::getCostIdleHour () const

6.116.5.10 getCostPerUse() double Resource::getCostPerUse () const

6.116.5.11 getLastTimeSeized() double Resource::getLastTimeSeized () const

6.116.5.12 getNumberBusy() unsigned int Resource::getNumberBusy () const

6.116.5.13 GetPluginInformation() PluginInformation * Resource::GetPluginInformation () [static]

6.116.5.14 getResourceState() Resource::ResourceState Resource::getResourceState () const

6.116.5.15 LoadInstance() ModelDataDefinition * Resource::LoadInstance (
Model * *model*,
std::map< std::string, std::string > * *fields*) [static]

6.116.5.16 NewInstance() `ModelDataDefinition * Resource::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.116.5.17 release() `void Resource::release (`
 `unsigned int quantity)`

6.116.5.18 seize() `void Resource::seize (`
 `unsigned int quantity)`

6.116.5.19 setCapacity() `void Resource::setCapacity (`
 `unsigned int _capacity)`

6.116.5.20 setCostBusyHour() `void Resource::setCostBusyHour (`
 `double _costBusyHour)`

6.116.5.21 setCostIdleHour() `void Resource::setCostIdleHour (`
 `double _costIdleHour)`

6.116.5.22 setCostPerUse() `void Resource::setCostPerUse (`
 `double _costPerUse)`

6.116.5.23 SetResourceEventHandler() `template<typename Class >`
`static ResourceEventHandler Resource::SetResourceEventHandler (`
 `void(Class::*)(Resource *) function,`
 `Class * object) [static]`

6.116.5.24 setResourceState() `void Resource::setResourceState (`
 `ResourceState _resourceState)`

6.116.5.25 show() `std::string Resource::show () [virtual]`

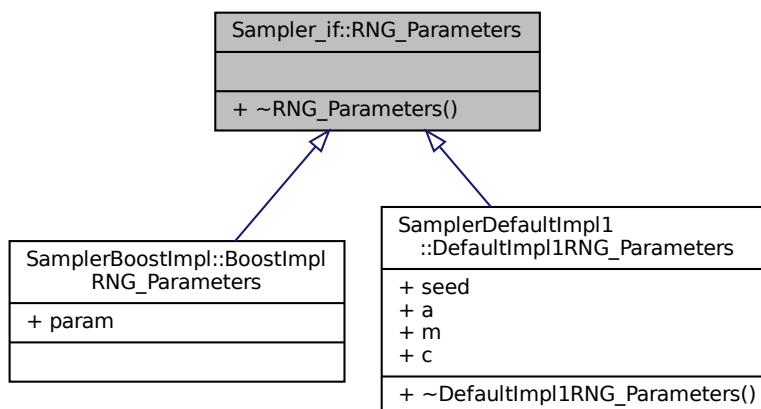
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Resource.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Resource.cpp`

6.117 Sampler_if::RNG_Parameters Struct Reference

Inheritance diagram for `Sampler_if::RNG_Parameters`:



Public Member Functions

- virtual `~RNG_Parameters()`=default

6.117.1 Detailed Description

class that encapsulates attributes required to generate random numbers, which depends on the generation method used.

6.117.2 Constructor & Destructor Documentation

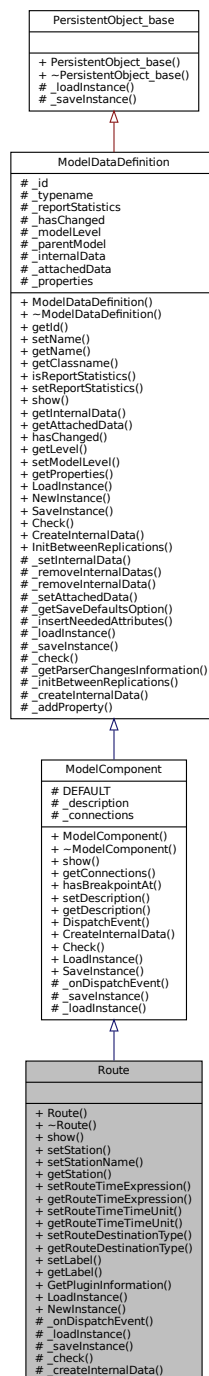
6.117.2.1 ~RNG_Parameters() virtual Sampler_if::RNG_Parameters::~~RNG_Parameters () [virtual], [default]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Sampler_if.h

6.118 Route Class Reference

Inheritance diagram for Route:



Public Types

- enum class [DestinationType](#) : int { [Station](#) = 0 , [Sequence](#) = 1 , [Label](#) = 2 }

Public Member Functions

- [Route](#) ([Model](#) *model, std::string name="")
- virtual [~Route](#) ()=default
- virtual std::string [show](#) ()
- void [setStation](#) ([Station](#) * station)
- void [setStationName](#) (std::string stationName)
- [Station](#) * [getStation](#) () const
- void [setRouteTimeExpression](#) (std::string _routeTimeExpression)
- std::string [getRouteTimeExpression](#) () const
- void [setRouteTimeUnit](#) ([Util::TimeUnit](#) _routeTimeUnit)
- [Util::TimeUnit](#) [getRouteTimeUnit](#) () const
- void [setRouteDestinationType](#) ([DestinationType](#) _routeDestinationType)
- [Route::DestinationType](#) [getRouteDestinationType](#) () const
- void [setLabel](#) ([Label](#) * _label)
- [Label](#) * [getLabel](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.118.1 Detailed Description

[Route](#) module DESCRIPTION The [Route](#) module transfers an entity to a specified station or the next station in the station visitation sequence defined for the entity. A delay time to transfer to the next station may be defined. When an entity enters the [Route](#) module, its [Station](#) attribute (Entity.Station) is set to the destination station. The entity is then sent to the destination station, using the route time specified. If the station destination is entered as By [Sequence](#), the next station is determined by the entity's sequence and step within the set (defined by special-purpose attributes Entity.Sequence and Entity.Jobstep, respectively). TYPICAL USES Send a part to its next processing station based on its routing slip Send an account balance call to an account agent Send restaurant customers to a specific table PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. [Route](#) Time Travel time from the entity's current location to the destination station. Units Time units for route-time parameters. Destination Type Method for determining the entity destination location. Selection of By [Sequence](#) requires that the entity has been assigned a sequence name and that the sequence itself has been defined. [Station](#) Name Name of the individual destination station. [Attribute](#) Name Name of the attribute that stores the station name to which entities will route. Expression Expression that is evaluated to the station name where entities will route.

6.118.2 Member Enumeration Documentation

6.118.2.1 DestinationType `enum Route::DestinationType : int [strong]`

Enumerator

Station	
Sequence	
Label	

6.118.3 Constructor & Destructor Documentation

6.118.3.1 Route() `Route::Route (
 Model * model,
 std::string name = "")`

6.118.3.2 ~Route() `virtual Route::~Route () [virtual], [default]`

6.118.4 Member Function Documentation

6.118.4.1 _check() `bool Route::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.118.4.2 _createInternalData() `void Route::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.118.4.3 _loadInstance() `bool Route::_loadInstance (
 std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.118.4.4 `_onDispatchEvent()` `void Route::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.118.4.5 `_saveInstance()` `std::map< std::string, std::string > * Route::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.118.4.6 `getLabel()` `Label * Route::getLabel () const`

6.118.4.7 `GetPluginInformation()` `PluginInformation * Route::GetPluginInformation () [static]`

6.118.4.8 `getRouteDestinationType()` `Route::DestinationType Route::getRouteDestinationType ()`
`const`

6.118.4.9 `getRouteTimeExpression()` `std::string Route::getRouteTimeExpression () const`

6.118.4.10 `getRouteTimeTimeUnit()` `Util::TimeUnit Route::getRouteTimeTimeUnit () const`

6.118.4.11 `getStation()` `Station * Route::getStation () const`

6.118.4.12 `LoadInstance()` `ModelComponent * Route::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.118.4.13 NewInstance() `ModelDataDefinition * Route::NewInstance (Model * model, std::string name = "") [static]`

6.118.4.14 setLabel() `void Route::setLabel (Label * _label)`

6.118.4.15 setRouteDestinationType() `void Route::setRouteDestinationType (DestinationType _routeDestinationType)`

6.118.4.16 setRouteTimeExpression() `void Route::setRouteTimeExpression (std::string _routeTimeExpression)`

6.118.4.17 setRouteTimeTimeUnit() `void Route::setRouteTimeTimeUnit (Util::TimeUnit _routeTimeTimeUnit)`

6.118.4.18 setStation() `void Route::setStation (Station * _station)`

6.118.4.19 setStationName() `void Route::setStationName (std::string stationName)`

6.118.4.20 show() `std::string Route::show () [virtual]`

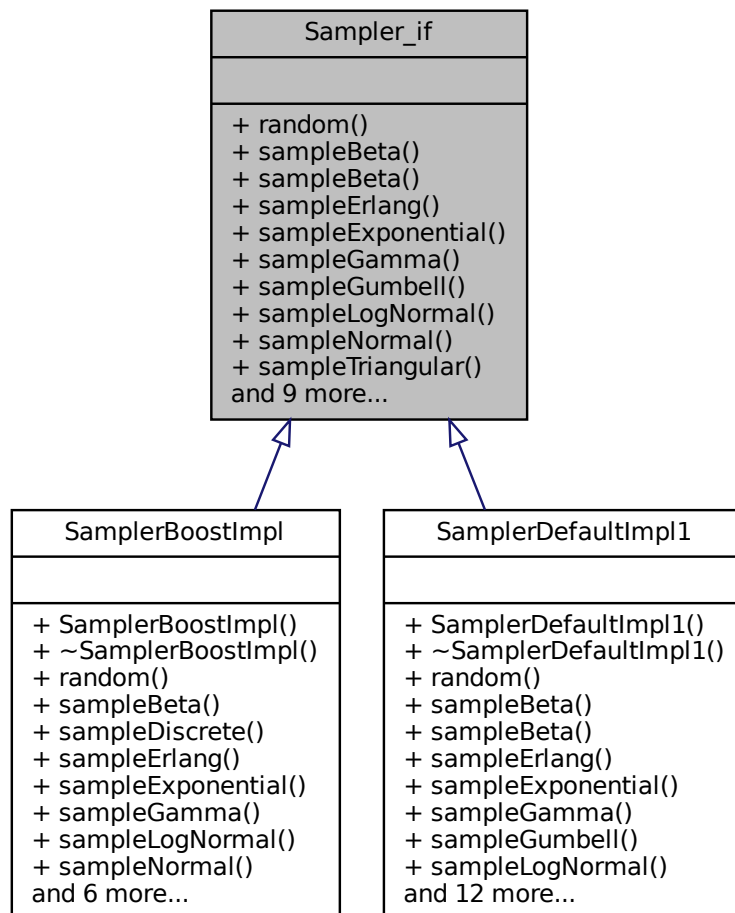
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/plugins/components/Route.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/plugins/components/Route.cpp](#)

6.119 `Sampler_if` Class Reference

Inheritance diagram for `Sampler_if`:



Classes

- struct [RNG_Parameters](#)

Public Member Functions

- virtual double [random](#) ()=0
- virtual double [sampleBeta](#) (double alpha, double beta, double infLimit, double supLimit)=0
- virtual double [sampleBeta](#) (double alpha, double beta)=0
- virtual double [sampleErlang](#) (double mean, int M)=0
- virtual double [sampleExponential](#) (double mean)=0
- virtual double [sampleGamma](#) (double mean, double alpha)=0
- virtual double [sampleGumbell](#) (double mode, double scale)=0
- virtual double [sampleLogNormal](#) (double mean, double stddev)=0

- virtual double [sampleNormal](#) (double mean, double stddev)=0
- virtual double [sampleTriangular](#) (double min, double mode, double max)=0
- virtual double [sampleUniform](#) (double min, double max)=0
- virtual double [sampleWeibull](#) (double alpha, double scale)=0
- virtual double [sampleBinomial](#) (int trials, double p)=0
- virtual double [sampleBernoulli](#) (double p)=0
- virtual double [sampleDiscrete](#) (double prob, double value,...)=0
- virtual double [sampleDiscrete](#) (double *prob, double *value, int size)=0
- virtual double [sampleGeometric](#) (double p)=0
- virtual void [setRNGparameters](#) ([RNG_Parameters](#) *param)=0
- virtual [RNG_Parameters](#) * [getRNGparameters](#) () const =0

6.119.1 Detailed Description

Interface that describes the methods to be implemented by classes that generate random values that follow a specific probability distribution.

6.119.2 Member Function Documentation

6.119.2.1 [getRNGparameters\(\)](#) virtual [RNG_Parameters](#)* [Sampler_if::getRNGparameters](#) () const
[pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.2 [random\(\)](#) virtual double [Sampler_if::random](#) () [pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.3 [sampleBernoulli\(\)](#) virtual double [Sampler_if::sampleBernoulli](#) (
double p) [pure virtual]

Implemented in [SamplerDefaultImpl1](#).

6.119.2.4 [sampleBeta\(\)](#) [1/2] virtual double [Sampler_if::sampleBeta](#) (
double alpha,
double beta) [pure virtual]

Implemented in [SamplerDefaultImpl1](#).

6.119.2.5 `sampleBeta()` [2/2] `virtual double Sampler_if::sampleBeta (`
 `double alpha,`
 `double beta,`
 `double infLimit,`
 `double supLimit) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.6 `sampleBinomial()` `virtual double Sampler_if::sampleBinomial (`
 `int trials,`
 `double p) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#).

6.119.2.7 `sampleDiscrete()` [1/2] `virtual double Sampler_if::sampleDiscrete (`
 `double * prob,`
 `double * value,`
 `int size) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#).

6.119.2.8 `sampleDiscrete()` [2/2] `virtual double Sampler_if::sampleDiscrete (`
 `double prob,`
 `double value,`
 `...) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.9 `sampleErlang()` `virtual double Sampler_if::sampleErlang (`
 `double mean,`
 `int M) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.10 `sampleExponential()` `virtual double Sampler_if::sampleExponential (`
 `double mean) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.11 sampleGamma() virtual double Sampler_if::sampleGamma (
double *mean*,
double *alpha*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.12 sampleGeometric() virtual double Sampler_if::sampleGeometric (
double *p*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#).

6.119.2.13 sampleGumbell() virtual double Sampler_if::sampleGumbell (
double *mode*,
double *scale*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#).

6.119.2.14 sampleLogNormal() virtual double Sampler_if::sampleLogNormal (
double *mean*,
double *stddev*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.15 sampleNormal() virtual double Sampler_if::sampleNormal (
double *mean*,
double *stddev*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.16 sampleTriangular() virtual double Sampler_if::sampleTriangular (
double *min*,
double *mode*,
double *max*) [pure virtual]

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.17 `sampleUniform()` `virtual double Sampler_if::sampleUniform (`
 `double min,`
 `double max) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.18 `sampleWeibull()` `virtual double Sampler_if::sampleWeibull (`
 `double alpha,`
 `double scale) [pure virtual]`

Implemented in [SamplerDefaultImpl1](#), and [SamplerBoostImpl](#).

6.119.2.19 `setRNGparameters()` `virtual void Sampler_if::setRNGparameters (`
 `RNG_Parameters * param) [pure virtual]`

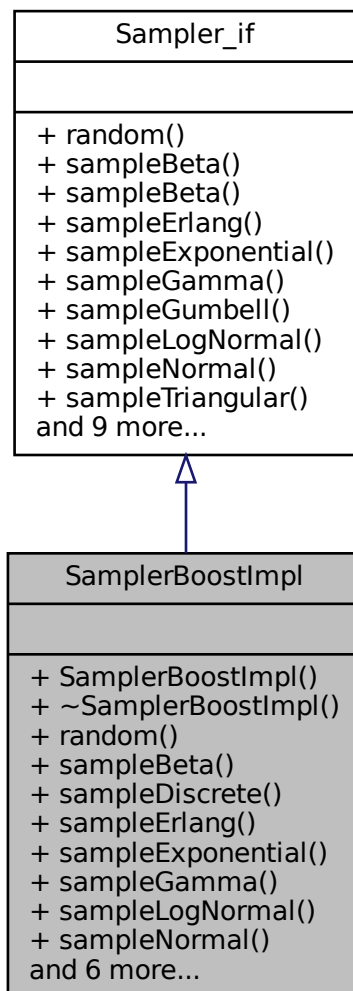
Implemented in [SamplerBoostImpl](#), and [SamplerDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/statistics/Sampler_if.h`

6.120 SamplerBoostImpl Class Reference

Inheritance diagram for SamplerBoostImpl:



Classes

- struct [BoostImplRNG_Parameters](#)

Public Member Functions

- [SamplerBoostImpl](#) ()
- virtual [~SamplerBoostImpl](#) ()=default
- virtual double [random](#) ()
- virtual double [sampleBeta](#) (double alpha, double beta, double infLimit, double supLimit)
- virtual double [sampleDiscrete](#) (double acumProb, double value,...)

- virtual double [sampleErlang](#) (double mean, int M)
- virtual double [sampleExponential](#) (double mean)
- virtual double [sampleGamma](#) (double mean, double alpha)
- virtual double [sampleLogNormal](#) (double mean, double stddev)
- virtual double [sampleNormal](#) (double mean, double stddev)
- virtual double [sampleTriangular](#) (double min, double mode, double max)
- virtual double [sampleUniform](#) (double min, double max)
- virtual double [sampleWeibull](#) (double alpha, double scale)
- void [reset](#) ()
reinitialize seed and other parameters so (pseudo) random number sequence will be generated again.
- virtual void [setRNGparameters](#) ([Sampler_if::RNG_Parameters](#) *param)
- virtual [RNG_Parameters](#) * [getRNGparameters](#) () const

6.120.1 Constructor & Destructor Documentation

6.120.1.1 [SamplerBoostImpl\(\)](#) `SamplerBoostImpl::SamplerBoostImpl ()`

6.120.1.2 [~SamplerBoostImpl\(\)](#) `virtual SamplerBoostImpl::~~SamplerBoostImpl () [virtual], [default]`

6.120.2 Member Function Documentation

6.120.2.1 [getRNGparameters\(\)](#) `Sampler_if::RNG_Parameters * SamplerBoostImpl::getRNGparameters () const [virtual]`

Implements [Sampler_if](#).

6.120.2.2 [random\(\)](#) `double SamplerBoostImpl::random () [virtual]`

Implements [Sampler_if](#).

6.120.2.3 [reset\(\)](#) `void SamplerBoostImpl::reset ()`

reinitialize seed and other parameters so (pseudo) random number sequence will be generated again.

6.120.2.4 sampleBeta() `double SamplerBoostImpl::sampleBeta (`
 `double alpha,`
 `double beta,`
 `double infLimit,`
 `double supLimit) [virtual]`

Implements [Sampler_if](#).

6.120.2.5 sampleDiscrete() `double SamplerBoostImpl::sampleDiscrete (`
 `double acumProb,`
 `double value,`
 `...) [virtual]`

Implements [Sampler_if](#).

6.120.2.6 sampleErlang() `double SamplerBoostImpl::sampleErlang (`
 `double mean,`
 `int M) [virtual]`

Implements [Sampler_if](#).

6.120.2.7 sampleExponential() `double SamplerBoostImpl::sampleExponential (`
 `double mean) [virtual]`

Implements [Sampler_if](#).

6.120.2.8 sampleGamma() `double SamplerBoostImpl::sampleGamma (`
 `double mean,`
 `double alpha) [virtual]`

Implements [Sampler_if](#).

6.120.2.9 sampleLogNormal() `double SamplerBoostImpl::sampleLogNormal (`
 `double mean,`
 `double stddev) [virtual]`

Implements [Sampler_if](#).

6.120.2.10 sampleNormal() `double SamplerBoostImpl::sampleNormal (`
 `double mean,`
 `double stddev) [virtual]`

Implements [Sampler_if](#).

6.120.2.11 sampleTriangular() `double SamplerBoostImpl::sampleTriangular (`
 `double min,`
 `double mode,`
 `double max) [virtual]`

Implements [Sampler_if](#).

6.120.2.12 sampleUniform() `double SamplerBoostImpl::sampleUniform (`
 `double min,`
 `double max) [virtual]`

Implements [Sampler_if](#).

6.120.2.13 sampleWeibull() `double SamplerBoostImpl::sampleWeibull (`
 `double alpha,`
 `double scale) [virtual]`

Implements [Sampler_if](#).

6.120.2.14 setRNGparameters() `void SamplerBoostImpl::setRNGparameters (`
 `Sampler_if::RNG_Parameters * param) [virtual]`

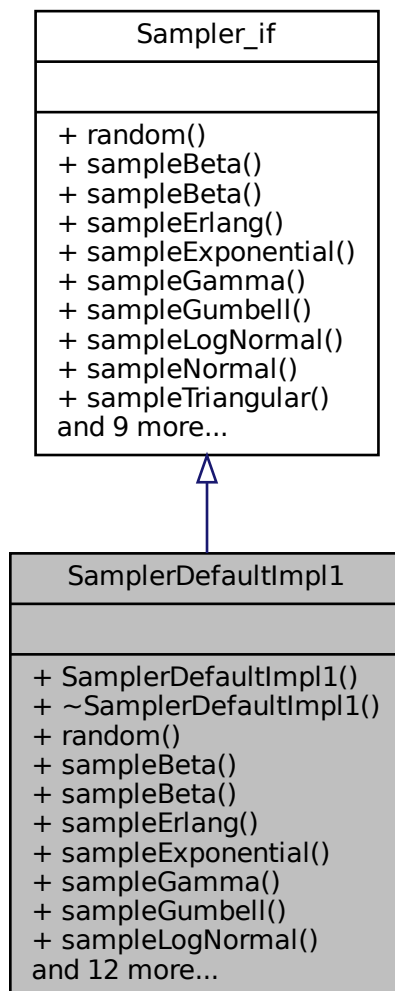
Implements [Sampler_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/SamplerBoostImpl.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/SamplerBoostImpl.cpp`

6.121 SamplerDefaultImpl1 Class Reference

Inheritance diagram for SamplerDefaultImpl1:



Classes

- struct [DefaultImpl1RNG_Parameters](#)

Public Member Functions

- [SamplerDefaultImpl1](#) ()
- virtual [~SamplerDefaultImpl1](#) ()=default
- virtual double [random](#) ()
- virtual double [sampleBeta](#) (double alpha, double beta, double infLimit, double supLimit)
- virtual double [sampleBeta](#) (double alpha, double beta)

- virtual double [sampleErlang](#) (double mean, int M)
- virtual double [sampleExponential](#) (double mean)
- virtual double [sampleGamma](#) (double mean, double alpha)
- virtual double [sampleGumbell](#) (double mode, double scale)
- virtual double [sampleLogNormal](#) (double mean, double stddev)
- virtual double [sampleNormal](#) (double mean, double stddev)
- virtual double [sampleTriangular](#) (double min, double mode, double max)
- virtual double [sampleUniform](#) (double min, double max)
- virtual double [sampleWeibull](#) (double alpha, double scale)
- virtual double [sampleBinomial](#) (int trials, double p)
- virtual double [sampleBernoulli](#) (double p)
- virtual double [sampleDiscrete](#) (double prob, double value,...)
- virtual double [sampleDiscrete](#) (double *prob, double *value, int size)
- virtual double [sampleGeometric](#) (double p)
- void [reset](#) ()
reinitialize seed and other parameters so (pseudo) random number sequence will be generated again.
- virtual void [setRNGparameters](#) (RNG_Parameters *param)
- virtual RNG_Parameters * [getRNGparameters](#) () const

6.121.1 Constructor & Destructor Documentation

6.121.1.1 [SamplerDefaultImpl1\(\)](#) `SamplerDefaultImpl1::SamplerDefaultImpl1 ()`

6.121.1.2 [~SamplerDefaultImpl1\(\)](#) `virtual SamplerDefaultImpl1::~~SamplerDefaultImpl1 () [virtual], [default]`

6.121.2 Member Function Documentation

6.121.2.1 [getRNGparameters\(\)](#) `Sampler_if::RNG_Parameters * SamplerDefaultImpl1::getRNGparameters () const [virtual]`

Implements [Sampler_if](#).

6.121.2.2 [random\(\)](#) `double SamplerDefaultImpl1::random () [virtual]`

Implements [Sampler_if](#).

6.121.2.3 reset() `void SamplerDefaultImpl1::reset ()`

reinitialize seed and other parameters so (pseudo) random number sequence will be generated again.

6.121.2.4 sampleBernoulli() `double SamplerDefaultImpl1::sampleBernoulli (`
`double p) [virtual]`

Implements [Sampler_if](#).

6.121.2.5 sampleBeta() `[1/2] double SamplerDefaultImpl1::sampleBeta (`
`double alpha,`
`double beta) [virtual]`

Implements [Sampler_if](#).

6.121.2.6 sampleBeta() `[2/2] double SamplerDefaultImpl1::sampleBeta (`
`double alpha,`
`double beta,`
`double infLimit,`
`double supLimit) [virtual]`

Implements [Sampler_if](#).

6.121.2.7 sampleBinomial() `double SamplerDefaultImpl1::sampleBinomial (`
`int trials,`
`double p) [virtual]`

Implements [Sampler_if](#).

6.121.2.8 sampleDiscrete() `[1/2] double SamplerDefaultImpl1::sampleDiscrete (`
`double * prob,`
`double * value,`
`int size) [virtual]`

Implements [Sampler_if](#).

6.121.2.9 sampleDiscrete() [2/2] `double SamplerDefaultImpl1::sampleDiscrete (`
 `double prob,`
 `double value,`
 `...) [virtual]`

Implements [Sampler_if](#).

6.121.2.10 sampleErlang() `double SamplerDefaultImpl1::sampleErlang (`
 `double mean,`
 `int M) [virtual]`

Implements [Sampler_if](#).

6.121.2.11 sampleExponential() `double SamplerDefaultImpl1::sampleExponential (`
 `double mean) [virtual]`

Implements [Sampler_if](#).

6.121.2.12 sampleGamma() `double SamplerDefaultImpl1::sampleGamma (`
 `double mean,`
 `double alpha) [virtual]`

Implements [Sampler_if](#).

6.121.2.13 sampleGeometric() `double SamplerDefaultImpl1::sampleGeometric (`
 `double p) [virtual]`

Implements [Sampler_if](#).

6.121.2.14 sampleGumbell() `double SamplerDefaultImpl1::sampleGumbell (`
 `double mode,`
 `double scale) [virtual]`

Implements [Sampler_if](#).

6.121.2.15 sampleLogNormal() `double SamplerDefaultImpl1::sampleLogNormal (`
 `double mean,`
 `double stddev) [virtual]`

Implements [Sampler_if](#).

6.121.2.16 sampleNormal() `double SamplerDefaultImpl1::sampleNormal (`
 `double mean,`
 `double stddev) [virtual]`

Implements [Sampler_if](#).

6.121.2.17 sampleTriangular() `double SamplerDefaultImpl1::sampleTriangular (`
 `double min,`
 `double mode,`
 `double max) [virtual]`

Implements [Sampler_if](#).

6.121.2.18 sampleUniform() `double SamplerDefaultImpl1::sampleUniform (`
 `double min,`
 `double max) [virtual]`

Implements [Sampler_if](#).

6.121.2.19 sampleWeibull() `double SamplerDefaultImpl1::sampleWeibull (`
 `double alpha,`
 `double scale) [virtual]`

Implements [Sampler_if](#).

6.121.2.20 setRNGparameters() `void SamplerDefaultImpl1::setRNGparameters (`
 `Sampler_if::RNG_Parameters * param) [virtual]`

Implements [Sampler_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.cpp`

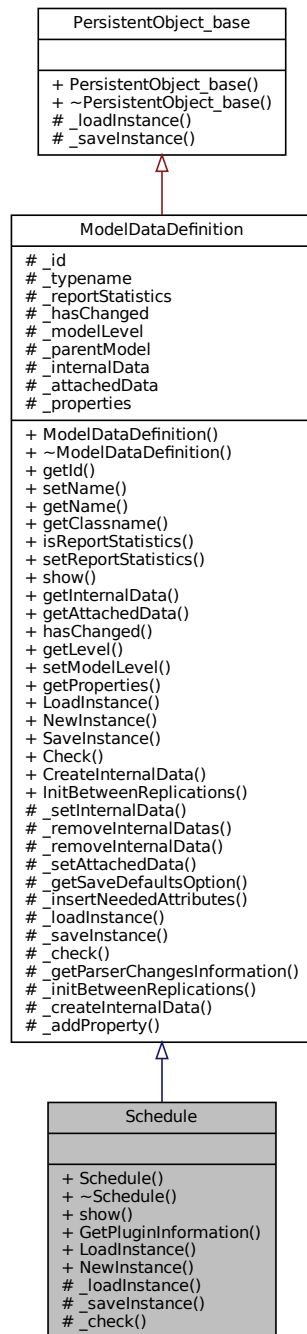
6.122 ScenarioExperiment_if Class Reference

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ScenarioExperiment_if.h`

6.123 Schedule Class Reference

Inheritance diagram for Schedule:



Public Member Functions

- `Schedule (Model *model, std::string name="")`
- virtual `~Schedule ()=default`
- virtual `std::string show ()`

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.123.1 Detailed Description

[Schedule](#) module DESCRIPTION This data module may be used in conjunction with the [Resource](#) module to define an operating schedule for a resource or with the [Create](#) module to define an arrival schedule. Additionally, a schedule may be used and referenced to factor time delays based on the simulation time. TYPICAL USES Work schedule for staff, including breaks Breakdown patterns for equipment Volume of customers arriving at a store Learning-curve factors for new workers PROMPTS [File](#) Read Time Specifies when to read the values from the file into the variable. If you select PreCheck, the values for the variable are read while the model is still in Edit mode (prior to the model being checked and compiled). If you select BeginSimulation, values are read when the model is compiled, prior to the first replication. If you select BeginReplication, values are read prior to each replication. Initial Values Lists the initial value or values of the variable. You can assign new values to the variable at different stages of the model by using the [Assign](#) module. Initial Value [Variable](#) value at the start of the simulation. Prompt Description Name The name of the schedule being defined. This name must be unique. Type Type of schedule being defined. This may be Capacity-related (for resource schedules), Arrival-related (for the [Create](#) module), or Other (miscellaneous time delays or factors) Time Units Time units used for the time-duration information. Scale Factor Method of scaling the schedule for increases or decreases in Arrival/Other values. The specified Value fields will be multiplied by the scale factor to determine the new values. Not available for Capacity-type schedules. Durations Lists the value and duration pairs for the schedule. Values can be capacity, arrival, or other type values, while the duration is specified in time units. [Schedule](#) pairs will repeat after all durations have been completed, unless the last duration is left blank (infinite). [Schedule](#) data can be entered graphically using the graphical schedule editor or manually using the Value/ Duration fields. Value Represents either the capacity of a resource (if Type is Capacity), arrival rate (if Type is Arrival), or some other value (if Type is Other). Examples of Other may be a factor that is used in a delay expression to scale a delay time during various parts of the day. Duration Time duration for which a specified Value will be valid.

6.123.2 Constructor & Destructor Documentation

6.123.2.1 [Schedule\(\)](#) [Schedule](#)::[Schedule](#) (
[Model](#) * model,
 std::string name = "")

6.123.2.2 [~Schedule\(\)](#) virtual [Schedule](#)::[~Schedule](#) () [virtual], [default]

6.123.3 Member Function Documentation

6.123.3.1 `_check()` `bool Schedule::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.123.3.2 `_loadInstance()` `bool Schedule::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.123.3.3 `_saveInstance()` `std::map< std::string, std::string > * Schedule::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.123.3.4 `GetPluginInformation()` `PluginInformation * Schedule::GetPluginInformation () [static]`

6.123.3.5 `LoadInstance()` `ModelDataDefinition * Schedule::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.123.3.6 `NewInstance()` `ModelDataDefinition * Schedule::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.123.3.7 `show()` `std::string Schedule::show () [virtual]`

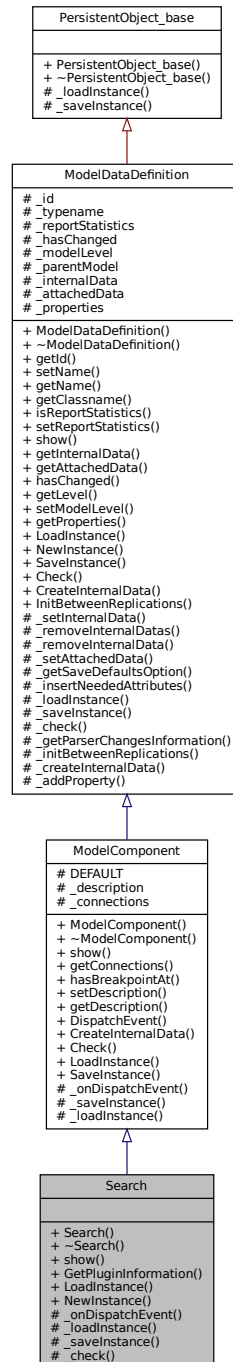
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Schedule.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Schedule.cpp`

6.124 Search Class Reference

Inheritance diagram for Search:



Public Member Functions

- [Search](#) ([Model](#) *model, std::string name="")
- virtual [~Search](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.124.1 Detailed Description

[Search](#) module DESCRIPTION The [Search](#) module searches a queue, a group (batch), or an expression to find the entity rank (for entities in a queue or group) or the value of the global variable J that satisfies the specified search condition. When searching a queue or group, the value of the global system variable J is set to the rank of the first entity that satisfies [Search](#) Condition, or to 0 if [Search](#) Condition is not satisfied. When searching an expression, the global system variable J is set to the value of the first index value that satisfies the search condition or to zero if no value of J in the specified range satisfies the search condition. When an entity arrives at a [Search](#) module, the index J is set to the starting index and the search condition is then checked. If the search condition is satisfied, the search ends and the current value of J is retained. Otherwise, the value of J is increased or decreased and the condition is rechecked. This process repeats until the search condition is satisfied or the ending value is reached. If the condition is not met or there are no entities in the queue or group, J is set equal to 0. TYPICAL USES Looking for a particular order number in a queue Searching a group for a certain part type Determining which process to enter based on availability of resources (search an expression) Prompt Description Name Unique module identifier displayed on the module shape. Type Determination of what will be searched. [Search](#) options include entities in a queue, entities within a group (batch) or some expression(s). [Queue](#) Name Name of the queue that will be searched. Applies only when the Type is [Search](#) a [Queue](#). Starting Value Starting rank in the queue or group or starting value for J in an expression. Ending Value Ending rank in the queue or group or ending value for J in an expression. [Search](#) Condition Condition containing the index J for searching expressions or containing an attribute name(s) for searching queues or batches.

6.124.2 Constructor & Destructor Documentation

6.124.2.1 [Search\(\)](#) `Search::Search (`
`Model * model,`
`std::string name = "")`

6.124.2.2 [~Search\(\)](#) `virtual Search::~Search () [virtual], [default]`

6.124.3 Member Function Documentation

6.124.3.1 `_check()` `bool Search::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.124.3.2 `_loadInstance()` `bool Search::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.124.3.3 `_onDispatchEvent()` `void Search::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.124.3.4 `_saveInstance()` `std::map< std::string, std::string > * Search::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.124.3.5 `GetPluginInformation()` `PluginInformation * Search::GetPluginInformation () [static]`

6.124.3.6 `LoadInstance()` `ModelComponent * Search::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.124.3.7 `NewInstance()` `ModelDataDefinition * Search::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.124.3.8 show() `std::string Search::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Search.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Search.cpp`

6.125 SeizableItem Class Reference**Public Types**

- enum class [SelectionRule](#) : int { [CYCLICAL](#) = 1 , [RANDOM](#) = 2 , [SPECIFICMEMBER](#) = 3 , [LARGESTREMAININGCAPACITY](#) = 4 , [SMALLESTNUMBERBUSY](#) = 5 }
- enum class [SeizableType](#) : int { [RESOURCE](#) = 1 , [SET](#) = 2 }

Public Member Functions

- [SeizableItem](#) ([ModelDataDefinition](#) *resourceOrSet, std::string quantityExpression="1", [SeizableItem::SelectionRule](#) selectionRule=[SeizableItem::SelectionRule::LARGESTREMAININGCAPACITY](#), std::string saveAttribute="", std::string index="0")
- [SeizableItem](#) ([Model](#) *model, std::string resourceName, std::string quantityExpression="1", [SeizableItem::SelectionRule](#) selectionRule=[SeizableItem::SelectionRule::LARGESTREMAININGCAPACITY](#), std::string saveAttribute="", std::string index="0")
- bool [loadInstance](#) (std::map< std::string, std::string > *fields, unsigned int parentIndex)
- std::map< std::string, std::string > * [saveInstance](#) (unsigned int parentIndex, bool saveDefault)
- bool [loadInstance](#) (std::map< std::string, std::string > *fields)
- std::map< std::string, std::string > * [saveInstance](#) (bool saveDefaults)
- std::string [show](#) ()
- void [setIndex](#) (std::string index)
- std::string [getIndex](#) () const
- void [setSaveAttribute](#) (std::string saveAttribute)
- std::string [getSaveAttribute](#) () const
- void [setSelectionRule](#) ([SelectionRule](#) selectionRule)
- [SelectionRule](#) [getSelectionRule](#) () const
- void [setQuantityExpression](#) (std::string quantityExpression)
- std::string [getQuantityExpression](#) () const
- std::string [getResourceName](#) () const
- void [setResource](#) ([Resource](#) *resource)
- [Resource](#) * [getResource](#) () const
- void [setSet](#) ([Set](#) *set)
- [Set](#) * [getSet](#) () const
- void [setSeizableType](#) ([SeizableType](#) resourceType)
- [SeizableType](#) [getSeizableType](#) () const
- void [setLastMemberSeized](#) (unsigned int lastMemberSeized)
- unsigned int [getLastMemberSeized](#) () const
- [ModelDataDefinition](#) * [getSeizable](#) () const
- void [setElementManager](#) ([ModelDataManager](#) *_modelDataManager)

6.125.1 Member Enumeration Documentation**6.125.1.1 SeizableType** `enum SeizableItem::SeizableType : int [strong]`

Enumerator

RESOURCE	
SET	

6.125.1.2 SelectionRule

```
enum SeizableItem::SelectionRule : int [strong]
```

Enumerator

CYCLICAL	
RANDOM	
SPECIFICMEMBER	
LARGESTREMAININGCAPACITY	
SMALLESTNUMBERBUSY	

6.125.2 Constructor & Destructor Documentation

6.125.2.1 SeizableItem() [1/2]

```
SeizableItem::SeizableItem (
    ModelDataDefinition * resourceOrSet,
    std::string quantityExpression = "1",
    SeizableItem::SelectionRule selectionRule = SeizableItem::SelectionRule::LARGESTREMAININGCAPACITY,
    std::string saveAttribute = "",
    std::string index = "0" )
```

6.125.2.2 SeizableItem() [2/2]

```
SeizableItem::SeizableItem (
    Model * model,
    std::string resourceName,
    std::string quantityExpression = "1",
    SeizableItem::SelectionRule selectionRule = SeizableItem::SelectionRule::LARGESTREMAININGCAPACITY,
    std::string saveAttribute = "",
    std::string index = "0" )
```

6.125.3 Member Function Documentation

6.125.3.1 getIndex()

```
std::string SeizableItem::getIndex ( ) const
```

6.125.3.2 getLastMemberSeized() `unsigned int SeizableItem::getLastMemberSeized () const`

6.125.3.3 getQuantityExpression() `std::string SeizableItem::getQuantityExpression () const`

6.125.3.4 getResource() `Resource * SeizableItem::getResource () const`

6.125.3.5 getResourceName() `std::string SeizableItem::getResourceName () const`

6.125.3.6 getSaveAttribute() `std::string SeizableItem::getSaveAttribute () const`

6.125.3.7 getSeizable() `ModelDataDefinition * SeizableItem::getSeizable () const`

6.125.3.8 getSeizableType() `SeizableItem::SeizableType SeizableItem::getSeizableType () const`

6.125.3.9 getSelectionRule() `SeizableItem::SelectionRule SeizableItem::getSelectionRule () const`

6.125.3.10 getSet() `Set * SeizableItem::getSet () const`

6.125.3.11 loadInstance() [1/2] `bool SeizableItem::loadInstance (std::map< std::string, std::string > * fields)`

6.125.3.12 loadInstance() [2/2] `bool SeizableItem::loadInstance (std::map< std::string, std::string > * fields, unsigned int parentIndex)`

6.125.3.13 saveInstance() [1/2] `std::map< std::string, std::string > * SeizableItem::save↵
Instance (
 bool saveDefaults)`

6.125.3.14 saveInstance() [2/2] `std::map< std::string, std::string > * SeizableItem::save↵
Instance (
 unsigned int parentIndex,
 bool saveDefault)`

6.125.3.15 setElementManager() `void SeizableItem::setElementManager (
 ModelDataManager * _modeldataManager)`

6.125.3.16 setIndex() `void SeizableItem::setIndex (
 std::string index)`

6.125.3.17 setLastMemberSeized() `void SeizableItem::setLastMemberSeized (
 unsigned int lastMemberSeized)`

6.125.3.18 setQuantityExpression() `void SeizableItem::setQuantityExpression (
 std::string quantityExpression)`

6.125.3.19 setResource() `void SeizableItem::setResource (
 Resource * resource)`

6.125.3.20 setSaveAttribute() `void SeizableItem::setSaveAttribute (
 std::string saveAttribute)`

6.125.3.21 setSeizableType() `void SeizableItem::setSeizableType (
 SeizableItem::SeizableType resourceType)`

6.125.3.22 setSelectionRule() `void SeizableItem::setSelectionRule (
 SeizableItem::SelectionRule selectionRule)`

6.125.3.23 setSet() `void SeizableItem::setSet (
 Set * set)`

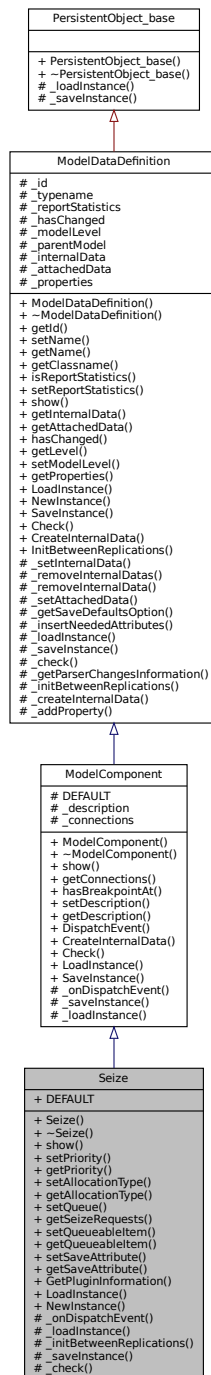
6.125.3.24 show() `std::string SeizableItem::show ()`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[SeizableItem.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/[SeizableItem.cpp](#)

6.126 Seize Class Reference

Inheritance diagram for Seize:



Classes

- struct [DEFAULT_VALUES](#)

Public Member Functions

- [Seize](#) ([Model](#) *model, std::string name="")
- virtual [~Seize](#) ()=default
- virtual std::string [show](#) ()
- void [setPriority](#) (unsigned short _priority)
- unsigned short [getPriority](#) () const
- void [setAllocationType](#) (unsigned int _allocationType)
- unsigned int [getAllocationType](#) () const
- void [setQueue](#) ([Queue](#) *queue)
- *Deprecated.*
- [List](#)< [SeizableItem](#) * > * [getSeizeRequests](#) () const
- void [setQueueableItem](#) ([QueueableItem](#) *_queueableItem)
- [QueueableItem](#) * [getQueueableItem](#) () const
- void [setSaveAttribute](#) (std::string _saveAttribute)
- std::string [getSaveAttribute](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Public Attributes

- const struct [Seize::DEFAULT_VALUES](#) [DEFAULT](#)

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual void [_initBetweenReplications](#) ()
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.126.1 Detailed Description

[Seize](#) module DESCRIPTION The [Seize](#) module allocates units of one or more resources to an entity. The [Seize](#) module may be used to seize units of a particular resource, a member of a resource set, or a resource as defined by an alternative method, such as an attribute or expression. When an entity enters this module, it waits in a queue (if specified) until all specified resources are available simultaneously. Allocation type for resource usage is also specified. TYPICAL USES Beginning a customer order (seize the operator) Starting a tax return (seize the accountant) Being admitted to hospital (seize the hospital room, nurse, doctor) PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Allocation Determines to which category the resource usage cost will be allocated for an entity going through the [Seize](#) module. Priority Priority value of the entity waiting at this module for the resource(s) specified if one or more entities from other modules are waiting for the same resource(s). Type Type of resource for seizing, either specifying a particular resource, or selecting from a pool of resources (that is, a resource set). The name of the resource may also be specified as an attribute value or within an expression.

Resource Name Name of the resource that will be seized. **Set** Name Name of the resource set from which a member will be seized. **Attribute** Name Name of the attribute that stores the resource name to be seized. **Expression** Expression that evaluates to a resource name to be seized. **Quantity** Number of resources of a given name or from a given set that will be seized. For sets, this value specifies only the number of a selected resource that will be seized (based on the resource's capacity), not the number of members to be seized within the set. **Selection Rule** Method of selecting among available resources in a set. Cyclical will cycle through available members (for example, 1-2-3-1-2-3). Random will randomly select a member. Preferred Order will always select the first available member (for example, 1, if available; then 2, if available; then 3). Specific Member requires an input attribute value to specify which member of the set (previously saved in the Save **Attribute** field). **Largest Remaining Capacity** and **Smallest Number Busy** are used for resources with multiple capacity. **Save Attribute** **Attribute** name used to store the index number into the set of the member that is chosen. This attribute can later be referenced with the Specific Member selection rule. **Set Index** Index value into the set that identifies the number into the set of the member requested. If an attribute name is used, the entity must have a value for the attribute before utilizing this option. **Resource State** State of the resource that will be assigned after the resource is seized. The resource state must be defined with the **Resource** module. **Queue** Type Determines the type of queue used to hold the entities while waiting to seize the resource(s). If **Queue** is selected, the queue name is specified. If **Set** is selected, the queue set and member in the set are specified. If **Internal** is selected, an internal queue is used to hold all waiting entities. **Attribute** and **Expression** are additional methods for defining the queue to be used. **Queue Name** This field is visible only if **Queue** Type is **Queue**, and it defines the symbol name of the queue. **Set Name** This field is visible only if **Queue** Type is **Set**, and it defines the queue set that contains the queue being referenced. **Set Index** This field is visible only if **Queue** Type is **Set**, and it defines the index into the queue set. Note that this is the index into the set and not the name of the queue in the set. For example, the only valid entries for a queue set containing three members is an expression that evaluates to 1, 2, or 3. **Attribute** This field is visible only if **Queue** Type is **Attribute**. The attribute entered in this field will be evaluated to indicate which queue is to be used. **Expression** This field is visible only if **Queue** Type is **Expression**. The expression entered in this field will be evaluated to indicate which queue is to be used.

6.126.2 Constructor & Destructor Documentation

6.126.2.1 Seize() `Seize::Seize (
 Model * model,
 std::string name = "")`

6.126.2.2 ~Seize() `virtual Seize::~Seize () [virtual], [default]`

6.126.3 Member Function Documentation

6.126.3.1 _check() `bool Seize::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.126.3.2 `_initBetweenReplications()` `void Seize::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.126.3.3 `_loadInstance()` `bool Seize::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.126.3.4 `_onDispatchEvent()` `void Seize::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.126.3.5 `_saveInstance()` `std::map< std::string, std::string > * Seize::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.126.3.6 `getAllocationType()` `unsigned int Seize::getAllocationType () const`

6.126.3.7 `GetPluginInformation()` `PluginInformation * Seize::GetPluginInformation () [static]`

6.126.3.8 `getPriority()` `unsigned short Seize::getPriority () const`

6.126.3.9 `getQueueableItem()` `QueueableItem * Seize::getQueueableItem () const`

6.126.3.10 `getSaveAttribute()` `std::string Seize::getSaveAttribute () const`

6.126.3.11 `getSeizeRequests()` `List< SeizableItem * > * Seize::getSeizeRequests () const`

6.126.3.12 `LoadInstance()` `ModelComponent * Seize::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.126.3.13 `NewInstance()` `ModelDataDefinition * Seize::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.126.3.14 `setAllocationType()` `void Seize::setAllocationType (`
`unsigned int _allocationType)`

6.126.3.15 `setPriority()` `void Seize::setPriority (`
`unsigned short _priority)`

6.126.3.16 `setQueue()` `void Seize::setQueue (`
`Queue * queue)`

Deprecated.

6.126.3.17 `setQueueableItem()` `void Seize::setQueueableItem (`
`QueueableItem * _queueableItem)`

6.126.3.18 `setSaveAttribute()` `void Seize::setSaveAttribute (`
`std::string _saveAttribute)`

6.126.3.19 `show()` `std::string Seize::show () [virtual]`

Reimplemented from [ModelComponent](#).

6.126.4 Member Data Documentation

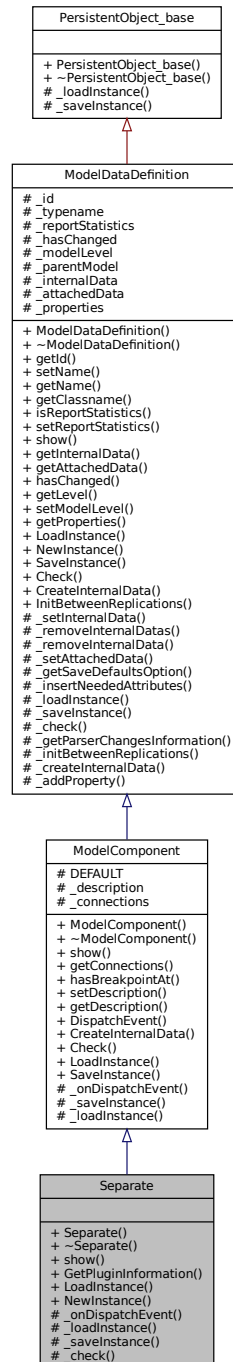
6.126.4.1 DEFAULT `const struct Seize::DEFAULT_VALUES Seize::DEFAULT`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seize.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seize.cpp`

6.127 Separate Class Reference

Inheritance diagram for Separate:



Public Member Functions

- [Separate](#) ([Model](#) *model, std::string name="")
- virtual [~Separate](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members**6.127.1 Detailed Description**

[Separate](#) module DESCRIPTION This module can be used to either copy an incoming entity into multiple entities or to split a previously batched entity. Rules for allocating costs and times to the duplicate are also specified. Rules for attribute assignment to member entities are specified as well. When splitting existing batches, the temporary representative entity that was formed is disposed and the original entities that formed the group are recovered. The entities proceed sequentially from the module in the same order in which they originally were added to the batch. When duplicating entities, the specified number of copies is made and sent from the module. The original incoming entity also leaves the module. TYPICAL USES Send individual entities to represent boxes removed from a container Send an order both to fulfillment and billing for parallel processing [Separate](#) a previously batched set of documents PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Method of separating the incoming entity. Duplicate Original will simply take the original entity and make some number of identical duplicates. Split Existing [Batch](#) requires that the incoming entity be a temporarily batched entity using the [Batch](#) module. The original entities from the batch will be split. Percent Cost to Duplicates Allocation of costs and times of the incoming entity to the outgoing duplicates. This value is specified as a percentage of the original entity's costs and times (between 0-100). The percentage specified will be split evenly between the duplicates, while the original entity will retain any remaining cost/time percentage. Visible only when Type is Duplicate Original.

6.127.2 of Duplicates Number of outgoing entities that will leave the module, in

addition to the original incoming entity. Applies only when Type is Duplicate Original. Member Attributes Method of determining how to assign the representative entity attribute values to the original entities. These options relate to six of the special-purpose attributes (Entity.Type, Entity.Picture, Entity.Sequence, Entity.Station, Entity.Jobstep, and Entity.HoldCostRate) and all user-defined attributes. Applies only when Type is Split Existing [Batch](#). [Attribute](#) Name Name of representative entity attribute(s) that are assigned to original entities of the group. Applies only when Member Attributes is Take Specific Representative Values.

6.127.3 Constructor & Destructor Documentation

6.127.3.1 [Separate\(\)](#) [Separate::Separate](#) (
[Model](#) * model,
 std::string name = "")

6.127.3.2 ~Separate() `virtual Separate::~~Separate () [virtual], [default]`

6.127.4 Member Function Documentation

6.127.4.1 _check() `bool Separate::_check (
std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.127.4.2 _loadInstance() `bool Separate::_loadInstance (
std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.127.4.3 _onDispatchEvent() `void Separate::_onDispatchEvent (
Entity * entity,
unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.127.4.4 _saveInstance() `std::map< std::string, std::string > * Separate::_saveInstance (
bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.127.4.5 GetPluginInformation() `PluginInformation * Separate::GetPluginInformation () [static]`

6.127.4.6 LoadInstance() `ModelComponent * Separate::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.127.4.7 NewInstance() `ModelDataDefinition * Separate::NewInstance (
Model * model,
std::string name = "") [static]`

6.127.4.8 show() `std::string Separate::show () [virtual]`

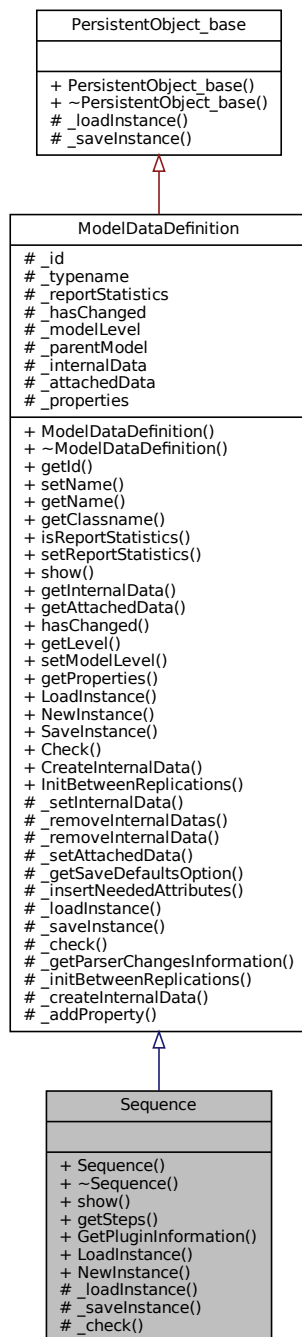
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Separate.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Separate.cpp`

6.128 Sequence Class Reference

Inheritance diagram for Sequence:



Public Member Functions

- [Sequence](#) ([Model](#) *model, std::string name="")
- virtual [~Sequence](#) ()=default
- virtual std::string [show](#) ()
- [List](#)< [SequenceStep](#) * > * [getSteps](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.128.1 Detailed Description

[Sequence](#) module DESCRIPTION The [Sequence](#) module is used to define a sequence for entity flow through the model. A sequence consists of an ordered list of stations that an entity will visit. For each station in the visitation sequence, attributes and variables may be assigned values. Each station in the visitation sequence is referred to as a step (or jobstep) in the sequence. Three special-purpose attributes are provided for all entities. The [Sequence](#) attribute (Entity.Sequence) defines the sequence that an entity is to follow; a value of 0 indicates that the entity is not following any sequence. In order for an entity to follow a sequence, its [Sequence](#) attribute must be assigned a value (for example, in the [Assign](#) module). The Jobstep attribute (Entity.Jobstep) stores the entity's current step number in the sequence. This value is updated automatically each time an entity is transferred. You typically do not need to assign explicitly a value to Jobstep in the model. The PlannedStation attribute (Entity.PlannedStation) stores the number of the station associated with the next jobstep in the sequence. This attribute is not user-assignable. It is automatically updated whenever Entity.Sequence or Entity.JobStep changes, or whenever the entity enters a station. Jobstep names must be globally unique. TYPICAL USES Define a routing path for part processing Define a sequence of steps patients must take upon arrival at an emergency room

6.128.2 Constructor & Destructor Documentation

6.128.2.1 Sequence() `Sequence::Sequence (`
 [Model](#) * model,
 std::string name = "")

6.128.2.2 ~Sequence() `virtual Sequence::~~Sequence () [virtual], [default]`

6.128.3 Member Function Documentation

6.128.3.1 `_check()` `bool Sequence::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.128.3.2 `_loadInstance()` `bool Sequence::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.128.3.3 `_saveInstance()` `std::map< std::string, std::string > * Sequence::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.128.3.4 `GetPluginInformation()` `PluginInformation * Sequence::GetPluginInformation () [static]`

6.128.3.5 `getSteps()` `List< SequenceStep * > * Sequence::getSteps () const`

6.128.3.6 `LoadInstance()` `ModelDataDefinition * Sequence::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.128.3.7 `NewInstance()` `ModelDataDefinition * Sequence::NewInstance (`
`Model * model,`
`std::string name = "") [static]`

6.128.3.8 `show()` `std::string Sequence::show () [virtual]`

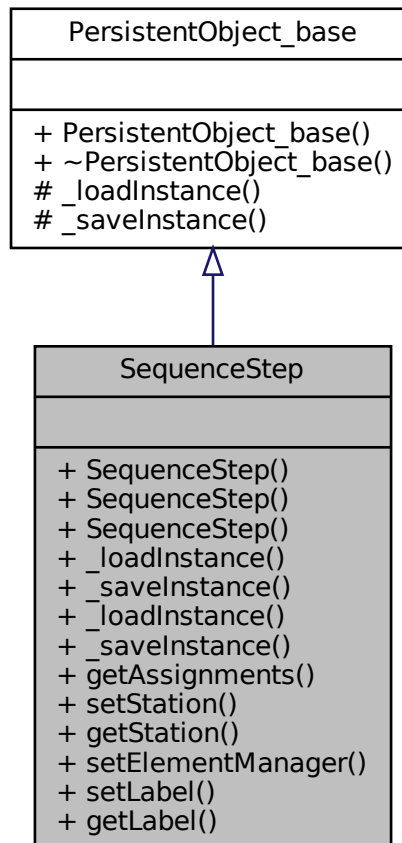
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Sequence.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Sequence.cpp`

6.129 SequenceStep Class Reference

Inheritance diagram for SequenceStep:



Public Member Functions

- `SequenceStep (Station *station, std::list< Assignment * > *assignments=nullptr)`
- `SequenceStep (Label *label, std::list< Assignment * > *assignments=nullptr)`
- `SequenceStep (Model *model, std::string stationOrLabelName, bool isStation=true, std::list< Assignment * > *assignments=nullptr)`
- `virtual bool _loadInstance (std::map< std::string, std::string > *fields, unsigned int parentIndex)`
- `virtual std::map< std::string, std::string > * _saveInstance (unsigned int parentIndex, bool saveDefault↵ Values)`
- `virtual bool _loadInstance (std::map< std::string, std::string > *fields)`
- `virtual std::map< std::string, std::string > * _saveInstance (bool saveDefaultValues)`
- `std::list< Assignment * > * getAssignments () const`
- `void setStation (Station * _station)`
- `Station * getStation () const`
- `void setElementManager (ModelDataManager * _modeldataManager)`
- `void setLabel (Label * _label)`
- `Label * getLabel () const`

Additional Inherited Members

6.129.1 Constructor & Destructor Documentation

6.129.1.1 SequenceStep() [1/3] `SequenceStep::SequenceStep (
 Station * station,
 std::list< Assignment * > * assignments = nullptr)`

6.129.1.2 SequenceStep() [2/3] `SequenceStep::SequenceStep (
 Label * label,
 std::list< Assignment * > * assignments = nullptr)`

6.129.1.3 SequenceStep() [3/3] `SequenceStep::SequenceStep (
 Model * model,
 std::string stationOrLabelName,
 bool isStation = true,
 std::list< Assignment * > * assignments = nullptr)`

6.129.2 Member Function Documentation

6.129.2.1 _loadInstance() [1/2] `bool SequenceStep::_loadInstance (
 std::map< std::string, std::string > * fields) [virtual]`

Implements [PersistentObject_base](#).

6.129.2.2 _loadInstance() [2/2] `bool SequenceStep::_loadInstance (
 std::map< std::string, std::string > * fields,
 unsigned int parentIndex) [virtual]`

6.129.2.3 _saveInstance() [1/2] `std::map< std::string, std::string > * SequenceStep::_save↵
Instance (
 bool saveDefaultValues) [virtual]`

Implements [PersistentObject_base](#).

6.129.2.4 `_saveInstance()` [2/2] `std::map< std::string, std::string > * SequenceStep::_save↵`
Instance (
 unsigned int *parentIndex*,
 bool *saveDefaultValues*) [virtual]

6.129.2.5 `getAssignments()` `std::list< Assignment * > * SequenceStep::getAssignments () const`

6.129.2.6 `getLabel()` `Label * SequenceStep::getLabel () const`

6.129.2.7 `getStation()` `Station * SequenceStep::getStation () const`

6.129.2.8 `setElementManager()` `void SequenceStep::setElementManager (`
 `ModelDataManager * _modelDataManager)`

6.129.2.9 `setLabel()` `void SequenceStep::setLabel (`
 `Label * _label)`

6.129.2.10 `setStation()` `void SequenceStep::setStation (`
 `Station * _station)`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵`
 Simulator/source/plugins/data/[Sequence.h](#)
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵`
 Simulator/source/plugins/data/[Sequence.cpp](#)

6.130 Set Class Reference

Inheritance diagram for Set:



Public Member Functions

- **Set** (**Model** *model, std::string name="")
- virtual **~Set** ()=default
- virtual std::string **show** ()

- void [setSetOfType](#) (std::string _setOfType)
- std::string [getSetOfType](#) () const
- [List](#)< [ModelDataDefinition](#) * > * [getElementSet](#) () const

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual [ParserChangesInformation](#) * [_getParserChangesInformation](#) ()

Additional Inherited Members

6.130.1 Detailed Description

[Set](#) module DESCRIPTION This data module defines various types of sets, including resource, counter, tally, entity type, and entity picture. [Resource](#) sets can be used in the [Process](#) modules (and [Seize](#), [Release](#), [Enter](#), and [Leave](#) of the Advanced [Process](#) and Advanced Transfer panels). [Counter](#) and Tally sets can be used in the [Record](#) module. [Queue](#) sets can be used with the [Seize](#), [Hold](#), [Access](#), Request, [Leave](#), and Allocate modules of the Advanced [Process](#) and Advanced Transfer panels. TYPICAL USES Machines that can perform the same operations in a manufacturing facility Supervisors, check-out clerks in a store Shipping clerks, receptionists in an office [Set](#) of pictures corresponding to a set of entity types PROMPTS Prompt Description Name The unique name of the set being defined. Type Type of set being defined. Members Repeat group that specifies the resource members with the set. The order of listing the members within the repeat group is important when using selection rules such as Preferred Order and Cyclical. [Resource](#) Name Name of the resource to include in the resource set. Applies only when Type is [Resource](#). Tally Name Name of the tally within the tally set. Applies only when Type is Tally. [Counter](#) Name Name of the counter within the counter set. Applies only when Type is [Counter](#). [Entity](#) Type Name of the entity type within the entity type set. Applies only when Type is [Entity](#). Picture Name Name of the picture within the picture set. Applies only when Type is [Entity](#) Picture.

6.130.2 Constructor & Destructor Documentation

6.130.2.1 Set() `Set::Set (
 Model * model,
 std::string name = "")`

6.130.2.2 ~Set() `virtual Set::~~Set () [virtual], [default]`

6.130.3 Member Function Documentation

6.130.3.1 `_check()` `bool Set::_check (`
`std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.130.3.2 `_getParserChangesInformation()` `ParserChangesInformation * Set::_getParserChanges↔`
`Information () [protected], [virtual]`

This method returns all changes in the parser that are needed by plugins of this ModelDatas. When connecting a new plugin, [ParserChangesInformation](#) are used to change parser source code, which is after compiled and dinamically linked to to simulator kernel to reflect the changes

Reimplemented from [ModelDataDefinition](#).

6.130.3.3 `_loadInstance()` `bool Set::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.130.3.4 `_saveInstance()` `std::map< std::string, std::string > * Set::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.130.3.5 `getElementSet()` `List< ModelDataDefinition * > * Set::getElementSet () const`

6.130.3.6 `GetPluginInformation()` `PluginInformation * Set::GetPluginInformation () [static]`

6.130.3.7 `getSetOfType()` `std::string Set::getSetOfType () const`

6.130.3.8 LoadInstance() [ModelDataDefinition](#) * Set::LoadInstance (
[Model](#) * model,
 std::map< std::string, std::string > * fields) [static]

6.130.3.9 NewInstance() [ModelDataDefinition](#) * Set::NewInstance (
[Model](#) * model,
 std::string name = "") [static]

6.130.3.10 setSetOfType() void Set::setSetOfType (
 std::string _setOfType)

6.130.3.11 show() std::string Set::show () [virtual]

Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Set.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Set.cpp](#)

6.131 Setter< T > Struct Template Reference

Public Types

- typedef std::function< void(T)> [Member](#)

6.131.1 Member Typedef Documentation

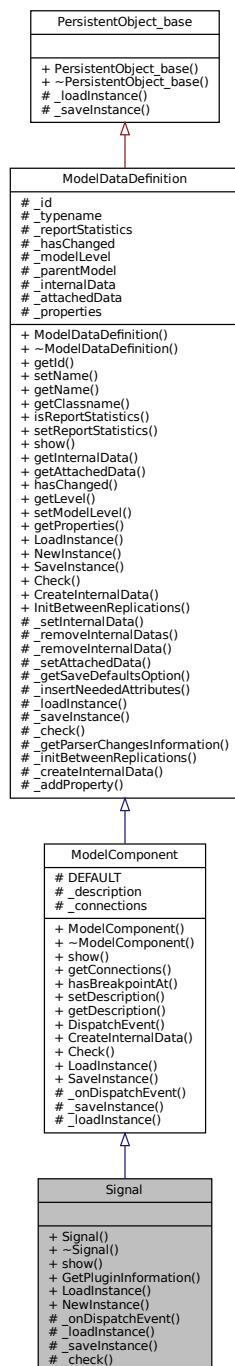
6.131.1.1 Member template<typename T >
 typedef std::function<void(T)> [Setter< T >::Member](#)

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/[Property.h](#)

6.132 Signal Class Reference

Inheritance diagram for Signal:



Public Member Functions

- [Signal](#) ([Model](#) *model, std::string name="")
- virtual [~Signal](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.132.1 Detailed Description

[Signal](#) module DESCRIPTION The [Signal](#) module sends a signal value to each [Hold](#) module in the model set to Wait for [Signal](#) and releases the maximum specified number of entities. When an entity arrives at a [Signal](#) module, the signal is evaluated and the signal code is sent. At this time, entities at [Hold](#) modules that are waiting for the same signal are removed from their queues. The entity sending the signal continues processing until it encounters a delay, enters a queue, or is disposed. TYPICAL USES Analyzing traffic patterns at an intersection (signal when the light turns green) Signaling an operator to complete an order that was waiting for a component part PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. [Signal](#) Value Value of the signal to be sent to entities in [Hold](#) modules. Limit Maximum number of entities that are to be released from any [Hold](#) modules when the signal is received.

6.132.2 Constructor & Destructor Documentation

6.132.2.1 [Signal\(\)](#) [Signal](#)::[Signal](#) (
 [Model](#) * model,
 std::string name = "")

6.132.2.2 [~Signal\(\)](#) virtual [Signal](#)::[~Signal](#) () [virtual], [default]

6.132.3 Member Function Documentation

6.132.3.1 [_check\(\)](#) bool [Signal](#)::[_check](#) (
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.132.3.2 `_loadInstance()` `bool Signal::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.132.3.3 `_onDispatchEvent()` `void Signal::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` `[protected], [virtual]`

Implements [ModelComponent](#).

6.132.3.4 `_saveInstance()` `std::map< std::string, std::string > * Signal::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.132.3.5 `GetPluginInformation()` `PluginInformation * Signal::GetPluginInformation ()` `[static]`

6.132.3.6 `LoadInstance()` `ModelComponent * Signal::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.132.3.7 `NewInstance()` `ModelDataDefinition * Signal::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.132.3.8 `show()` `std::string Signal::show ()` `[virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Signal.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Signal.cpp`

6.133 SimulationEvent Class Reference

Public Member Functions

- void [setSimulatedTime](#) (double simulatedTime)
- double [getSimulatedTime](#) () const
- void [setStopRequested](#) (bool stopRequested)
- bool [isStopRequested](#) () const
- void [setPauseRequested](#) (bool pauseRequested)
- bool [isPauseRequested](#) () const
- void [setPaused](#) (bool Paused)
- bool [isPaused](#) () const
- void [setRunning](#) (bool Running)
- bool [isRunning](#) () const
- void [setCustomObject](#) (void *customObject)
- void * [getCustomObject](#) () const
- void [setCurrentReplicationNumber](#) (unsigned int currentReplicationNumber)
- unsigned int [getCurrentReplicationNumber](#) () const
- void [setCurrentEvent](#) ([Event](#) *currentEvent)
- [Event](#) * [getCurrentEvent](#) () const
- void [setEntityCreated](#) ([Entity](#) *entityCreated)
- [Entity](#) * [getEntityCreated](#) () const
- void [setDestinationComponent](#) ([ModelComponent](#) *destinationComponent)
- [ModelComponent](#) * [getDestinationComponent](#) () const
- void [setEntityMoveTimeDelay](#) (double entityMoveTimeDelay)
- double [getEntityMoveTimeDelay](#) () const

Friends

- class [ModelSimulation](#)

6.133.1 Detailed Description

Stores an event that happened on a specific replication

6.133.2 Member Function Documentation

6.133.2.1 [getCurrentEvent\(\)](#) [Event](#)* `SimulationEvent::getCurrentEvent () const`

6.133.2.2 [getCurrentReplicationNumber\(\)](#) unsigned int `SimulationEvent::getCurrentReplication↔
Number () const`

6.133.2.3 getObject() `void* SimulationEvent::getObject () const`

6.133.2.4 getDestinationComponent() `ModelComponent* SimulationEvent::getDestinationComponent () const`

6.133.2.5 getEntityCreated() `Entity* SimulationEvent::getEntityCreated () const`

6.133.2.6 getEntityMoveTimeDelay() `double SimulationEvent::getEntityMoveTimeDelay () const`

6.133.2.7 getSimulatedTime() `double SimulationEvent::getSimulatedTime () const`

6.133.2.8 isPaused() `bool SimulationEvent::isPaused () const`

6.133.2.9 isPauseRequested() `bool SimulationEvent::isPauseRequested () const`

6.133.2.10 isRunning() `bool SimulationEvent::isRunning () const`

6.133.2.11 isStopRequested() `bool SimulationEvent::isStopRequested () const`

6.133.2.12 setCurrentEvent() `void SimulationEvent::setCurrentEvent (
 Event * currentEvent)`

6.133.2.13 setCurrentReplicationNumber() `void SimulationEvent::setCurrentReplicationNumber (
 unsigned int currentReplicationNumber)`

6.133.2.14 setCustomObject() void SimulationEvent::setCustomObject (
void * *customObject*)

6.133.2.15 setDestinationComponent() void SimulationEvent::setDestinationComponent (
[ModelComponent](#) * *destinationComponent*)

6.133.2.16 setEntityCreated() void SimulationEvent::setEntityCreated (
[Entity](#) * *entityCreated*)

6.133.2.17 setEntityMoveTimeDelay() void SimulationEvent::setEntityMoveTimeDelay (
double *entityMoveTimeDelay*)

6.133.2.18 setPaused() void SimulationEvent::setPaused (
bool *Paused*)

6.133.2.19 setPauseRequested() void SimulationEvent::setPauseRequested (
bool *pauseRequested*)

6.133.2.20 setRunning() void SimulationEvent::setRunning (
bool *Running*)

6.133.2.21 setSimulatedTime() void SimulationEvent::setSimulatedTime (
double *simulatedTime*)

6.133.2.22 setStopRequested() void SimulationEvent::setStopRequested (
bool *stopRequested*)

6.133.3 Friends And Related Function Documentation

6.133.3.1 ModelSimulation `friend class ModelSimulation [friend]`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/OnEventManager.h`

6.134 SimulationExperiment Class Reference

Public Member Functions

- `SimulationExperiment ()`
- `virtual ~SimulationExperiment ()=default`

6.134.1 Constructor & Destructor Documentation

6.134.1.1 SimulationExperiment() `SimulationExperiment::SimulationExperiment ()`

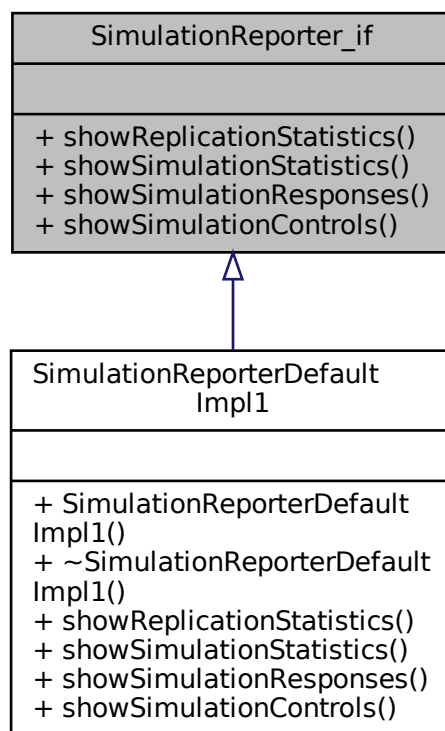
6.134.1.2 ~SimulationExperiment() `virtual SimulationExperiment::~~SimulationExperiment ()` [virtual], [default]

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SimulationExperiment.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SimulationExperiment.cpp`

6.135 SimulationReporter_if Class Reference

Inheritance diagram for SimulationReporter_if:



Public Member Functions

- virtual void [showReplicationStatistics](#) ()=0
- virtual void [showSimulationStatistics](#) ()=0
- virtual void [showSimulationResponses](#) ()=0
- virtual void [showSimulationControls](#) ()=0

6.135.1 Member Function Documentation

6.135.1.1 `showReplicationStatistics()` virtual void `SimulationReporter_if::showReplicationStatistics`
() [pure virtual]

Implemented in [SimulationReporterDefaultImpl1](#).

6.135.1.2 showSimulationControls() virtual void SimulationReporter_if::showSimulationControls () [pure virtual]

Implemented in [SimulationReporterDefaultImpl1](#).

6.135.1.3 showSimulationResponses() virtual void SimulationReporter_if::showSimulationResponses () [pure virtual]

Implemented in [SimulationReporterDefaultImpl1](#).

6.135.1.4 showSimulationStatistics() virtual void SimulationReporter_if::showSimulationStatistics () [pure virtual]

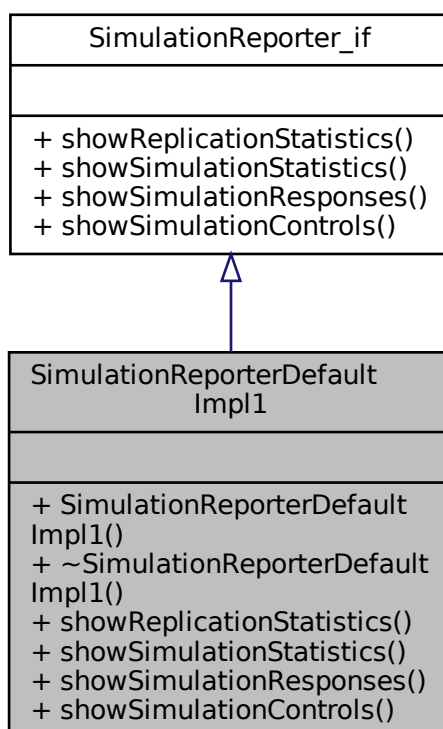
Implemented in [SimulationReporterDefaultImpl1](#).

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESys/Genesys-Simulator/source/kernel/simulator/[SimulationReporter_if.h](#)

6.136 SimulationReporterDefaultImpl1 Class Reference

Inheritance diagram for SimulationReporterDefaultImpl1:



Public Member Functions

- [SimulationReporterDefaultImpl1](#) ([ModelSimulation](#) *simulation, [Model](#) *model, [List](#)< [ModelDataDefinition](#) * > *statsCountersSimulation)
- virtual [~SimulationReporterDefaultImpl1](#) ()=default
- virtual void [showReplicationStatistics](#) ()
- virtual void [showSimulationStatistics](#) ()
- virtual void [showSimulationResponses](#) ()
- virtual void [showSimulationControls](#) ()

6.136.1 Detailed Description

Class that implements [SimulationReporter_if](#) interface and is responsible for building and showing replication and simulation reports

6.136.2 Constructor & Destructor Documentation

6.136.2.1 [SimulationReporterDefaultImpl1\(\)](#) [SimulationReporterDefaultImpl1::SimulationReporter↔DefaultImpl1](#) (
[ModelSimulation](#) * simulation,
[Model](#) * model,
[List](#)< [ModelDataDefinition](#) * > * statsCountersSimulation)

6.136.2.2 [~SimulationReporterDefaultImpl1\(\)](#) virtual [SimulationReporterDefaultImpl1::~Simulation↔ReporterDefaultImpl1](#) () [virtual], [default]

6.136.3 Member Function Documentation

6.136.3.1 [showReplicationStatistics\(\)](#) void [SimulationReporterDefaultImpl1::showReplication↔Statistics](#) () [virtual]

Implements [SimulationReporter_if](#).

6.136.3.2 [showSimulationControls\(\)](#) void [SimulationReporterDefaultImpl1::showSimulationControls](#) () [virtual]

Implements [SimulationReporter_if](#).

6.136.3.3 showSimulationResponses() `void SimulationReporterDefaultImpl1::showSimulationResponses () [virtual]`

Implements [SimulationReporter_if](#).

6.136.3.4 showSimulationStatistics() `void SimulationReporterDefaultImpl1::showSimulationStatistics () [virtual]`

TODO: USE REFERENCE TO MAPITEM TO AVOID COPY

Implements [SimulationReporter_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SimulationReporterDefaultImpl1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SimulationReporterDefaultImpl1.cpp`

6.137 SimulationScenario Class Reference

Public Member Functions

- [SimulationScenario](#) ()
- virtual [~SimulationScenario](#) ()=default
- bool [startSimulation](#) ([Simulator](#) *sim, std::string *errorMessage)
- std::list< std::pair< std::string, double > > * [getResponseValues](#) () const
- std::list< std::pair< std::string, double > > * [getControlValues](#) () const
- double [getResponseValue](#) (const std::string &responseName)
- void [setModelFilename](#) (std::string _modelFilename)
- std::string [getModelFilename](#) () const
- void [setScenarioName](#) (std::string _name)
- std::string [getScenarioName](#) () const
- void [setScenarioDescription](#) (std::string _scenarioDescription)
- std::string [getScenarioDescription](#) () const
- std::list< std::string > * [getSelectedControls](#) () const
- double [getControlValue](#) (const std::string &controlName)
- std::list< std::string > * [getSelectedResponses](#) () const
- void [setSelectedControls](#) (std::list< std::string > *selectedControls)
- void [setControl](#) (std::string name, double value) const

6.137.1 Detailed Description

Represents a scenario where a specific model (defined my ModelFilename) will be simulated. To each scenario will be associated a set of SimulationControl and SimulationResponse, and their values are set to the scenario by the ProcessAnalyser.

6.137.2 Constructor & Destructor Documentation

6.137.2.1 SimulationScenario() `SimulationScenario::SimulationScenario () [default]`

6.137.2.2 ~SimulationScenario() `virtual SimulationScenario::~~SimulationScenario () [virtual], [default]`

6.137.3 Member Function Documentation

6.137.3.1 getControlValue() `double SimulationScenario::getControlValue (const std::string & controlName)`

6.137.3.2 getControlValues() `std::list< std::pair< std::string, double > * > * SimulationScenario::getControlValues () const`

6.137.3.3 getModelFilename() `std::string SimulationScenario::getModelFilename () const`

6.137.3.4 getResponseValue() `double SimulationScenario::getResponseValue (const std::string & responseName)`

6.137.3.5 getResponseValues() `std::list< std::pair< std::string, double > * > * SimulationScenario::getResponseValues () const`

The final result of the simulationScenario

6.137.3.6 getScenarioDescription() `std::string SimulationScenario::getScenarioDescription () const`

6.137.3.7 `getScenarioName()` `std::string SimulationScenario::getScenarioName () const`

6.137.3.8 `getSelectedControls()` `std::list< std::string > * SimulationScenario::getSelectedControls () const`

6.137.3.9 `getSelectedResponses()` `std::list< std::string > * SimulationScenario::getSelectedResponses () const`

6.137.3.10 `setControl()` `void SimulationScenario::setControl (`
 `std::string name,`
 `double value) const`

6.137.3.11 `setModelFilename()` `void SimulationScenario::setModelFilename (`
 `std::string _modelName)`

6.137.3.12 `setScenarioDescription()` `void SimulationScenario::setScenarioDescription (`
 `std::string _scenarioDescription)`

6.137.3.13 `setScenarioName()` `void SimulationScenario::setScenarioName (`
 `std::string _name)`

6.137.3.14 `setSelectedControls()` `void SimulationScenario::setSelectedControls (`
 `std::list< std::string > * selectedControls)`

6.137.3.15 `startSimulation()` `bool SimulationScenario::startSimulation (`
 `Simulator * sim,`
 `std::string * errorMessage)`

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[SimulationScenario.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[SimulationScenario.cpp](#)

6.138 Simulator Class Reference

Public Member Functions

- [Simulator](#) ()
- virtual [~Simulator](#) ()=default
- std::string [getVersion](#) () const
- unsigned int [getVersionNumber](#) () const
- std::string [getName](#) () const
- [LicenceManager](#) * [getLicenceManager](#) () const
- [PluginManager](#) * [getPlugins](#) () const
- [ModelManager](#) * [getModels](#) () const
- [TraceManager](#) * [getTracer](#) () const
- [ParserManager](#) * [getParser](#) () const
- [ExperimentManager](#) * [getExperimenter](#) () const

Friends

- class [PluginManager](#)

6.138.1 Detailed Description

The main class of the Genesys KERNEL simulation. It gives access to simulation models and tools. Simulation is the top level class and is supposed to be available to application as a dynamic linked library.

6.138.2 Constructor & Destructor Documentation

6.138.2.1 Simulator() `Simulator::Simulator ()`

6.138.2.2 ~Simulator() `virtual Simulator::~~Simulator () [virtual], [default]`

6.138.3 Member Function Documentation

6.138.3.1 getExperimenter() `ExperimentManager * Simulator::getExperimenter () const`

6.138.3.2 getLicenceManager() `LicenceManager * Simulator::getLicenceManager () const`

6.138.3.3 `getModels()` `ModelManager * Simulator::getModels () const`

6.138.3.4 `getName()` `std::string Simulator::getName () const`

6.138.3.5 `getParser()` `ParserManager * Simulator::getParser () const`

6.138.3.6 `getPlugins()` `PluginManager * Simulator::getPlugins () const`

6.138.3.7 `getTracer()` `TraceManager * Simulator::getTracer () const`

6.138.3.8 `getVersion()` `std::string Simulator::getVersion () const`

6.138.3.9 `getVersionNumber()` `unsigned int Simulator::getVersionNumber () const`

6.138.4 Friends And Related Function Documentation

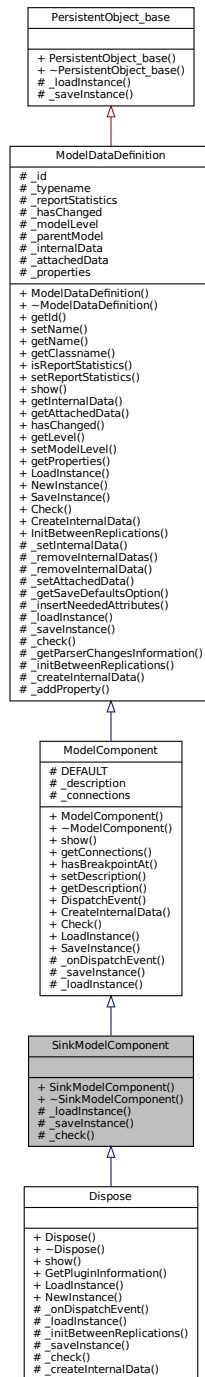
6.138.4.1 `PluginManager` `friend class PluginManager [friend]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/Simulator.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/simulator/Simulator.cpp`

6.139 SinkModelComponent Class Reference

Inheritance diagram for SinkModelComponent:



Public Member Functions

- [SinkModelComponent](#) ([Model](#) *model, std::string componentTypename, std::string name="")
- virtual `~SinkModelComponent()` = default

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.139.1 Detailed Description

This class is the basis for any component representing the end of a process flow, such as a [Dispose](#). It can remove entities from the system and collect statistics.

6.139.2 Constructor & Destructor Documentation

6.139.2.1 SinkModelComponent() SinkModelComponent::SinkModelComponent (
 [Model](#) * model,
 std::string componentType,
 std::string name = "")

6.139.2.2 ~SinkModelComponent() virtual SinkModelComponent::~~SinkModelComponent () [virtual],
[default]

6.139.3 Member Function Documentation

6.139.3.1 _check() bool SinkModelComponent::_check (
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Dispose](#).

6.139.3.2 _loadInstance() bool SinkModelComponent::_loadInstance (
 std::map< std::string, std::string > * fields) [protected], [virtual]

Reimplemented from [ModelComponent](#).

Reimplemented in [Dispose](#).

```

6.139.3.3 _saveInstance() std::map< std::string, std::string > * SinkModelComponent::_save←
Instance (
    bool saveDefaultValues ) [protected], [virtual]

```

Reimplemented from [ModelComponent](#).

Reimplemented in [Dispose](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-
Simulator/source/kernel/simulator/[SinkModelComponent.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-
Simulator/source/kernel/simulator/[SinkModelComponent.cpp](#)

6.140 yy::genesyspp_parser::stack< T, S >::slice Class Reference

Present a slice of the top of a stack.

Public Member Functions

- [slice](#) (const stack &stack, index_type range) YY_NOEXCEPT
- const T & [operator\[\]](#) (index_type i) const

6.140.1 Detailed Description

```

template<typename T, typename S = std::vector<T>>
class yy::genesyspp_parser::stack< T, S >::slice

```

Present a slice of the top of a stack.

6.140.2 Constructor & Destructor Documentation

```

6.140.2.1 slice() template<typename T , typename S = std::vector<T>>
yy::genesyspp_parser::stack< T, S >::slice::slice (
    const stack & stack,
    index_type range )

```

6.140.3 Member Function Documentation

```

6.140.3.1 operator[]()  template<typename T , typename S = std::vector<T>>
const T& yy::genesyspp_parser::stack< T, S >::slice::operator[] (
    index_type i ) const

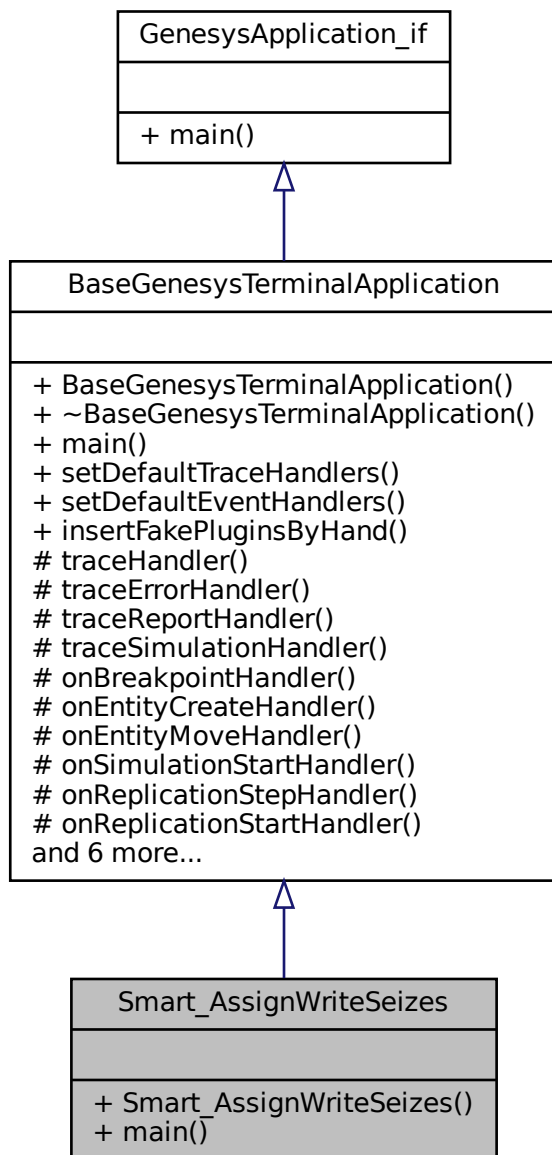
```

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/[GenesysParser.h](#)

6.141 Smart_AssignWriteSeizes Class Reference

Inheritance diagram for Smart_AssignWriteSeizes:



Public Member Functions

- [Smart_AssignWriteSeizes](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.141.1 Constructor & Destructor Documentation

6.141.1.1 Smart_AssignWriteSeizes() `Smart_AssignWriteSeizes::Smart_AssignWriteSeizes ()`

6.141.2 Member Function Documentation

6.141.2.1 main() `int Smart_AssignWriteSeizes::main (`
 `int argc,`
 `char ** argv) [virtual]`

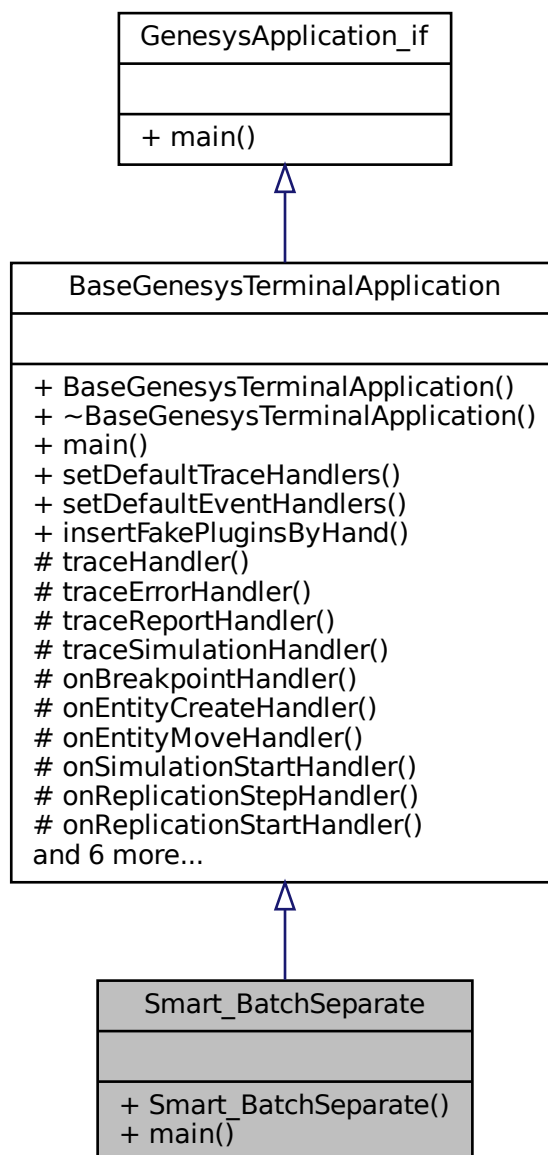
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_AssignWriteSeizes.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_AssignWriteSeizes.cpp](#)

6.142 Smart_BatchSeparate Class Reference

Inheritance diagram for Smart_BatchSeparate:



Public Member Functions

- [Smart_BatchSeparate](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.142.1 Constructor & Destructor Documentation

6.142.1.1 Smart_BatchSeparate() `Smart_BatchSeparate::Smart_BatchSeparate ()`

6.142.2 Member Function Documentation

6.142.2.1 main() `int Smart_BatchSeparate::main (int argc, char ** argv) [virtual]`

Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.cpp`

6.143 Smart_CellularAutomata1 Class Reference

Public Member Functions

- [Smart_CellularAutomata1](#) ()
- [Smart_CellularAutomata1](#) (const [Smart_CellularAutomata1](#) &orig)
- virtual [~Smart_CellularAutomata1](#) ()

6.143.1 Constructor & Destructor Documentation

6.143.1.1 Smart_CellularAutomata1() [1/2] `Smart_CellularAutomata1::Smart_CellularAutomata1 ()`

6.143.1.2 Smart_CellularAutomata1() [2/2] `Smart_CellularAutomata1::Smart_CellularAutomata1 (const Smart_CellularAutomata1 & orig)`

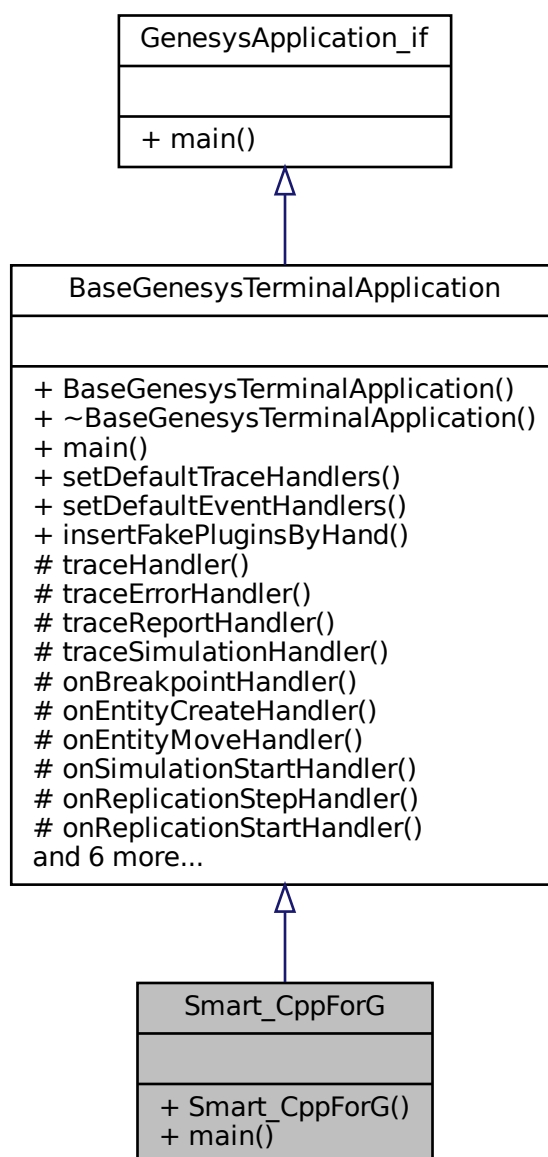
6.143.1.3 `~Smart_CellularAutomata1()` `Smart_CellularAutomata1::~~Smart_CellularAutomata1 ()`
 [virtual]

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CellularAutomata1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_CellularAutomata1.cpp`

6.144 Smart_CppForG Class Reference

Inheritance diagram for Smart_CppForG:



Public Member Functions

- [Smart_CppForG](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.144.1 Constructor & Destructor Documentation

6.144.1.1 Smart_CppForG() `Smart_CppForG::Smart_CppForG ()`

6.144.2 Member Function Documentation

6.144.2.1 main() `int Smart_CppForG::main (`
 `int argc,`
 `char ** argv) [virtual]`

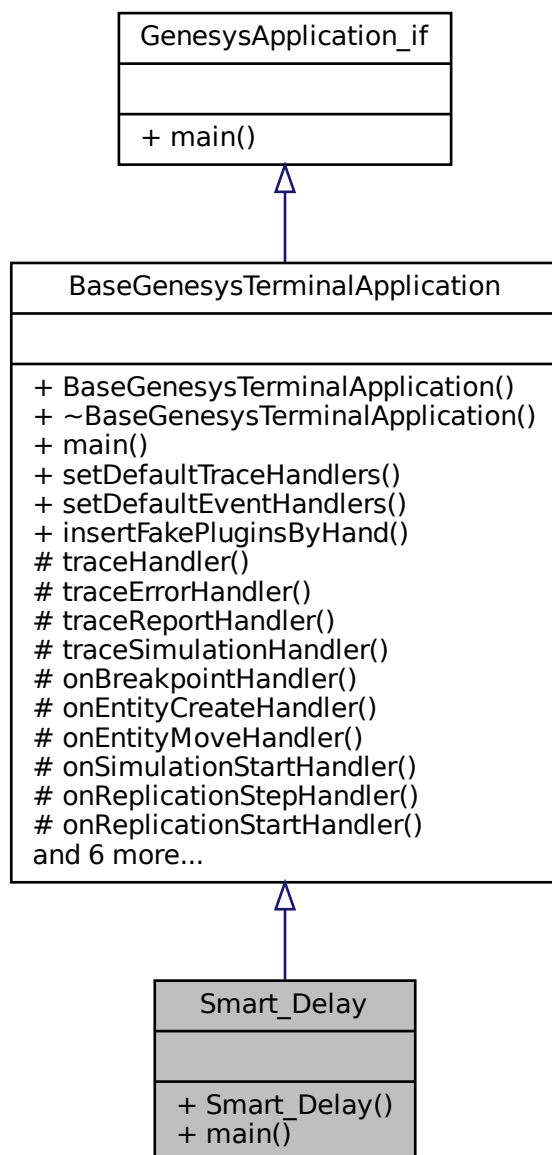
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_CppForG.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_CppForG.cpp](#)

6.145 Smart_Delay Class Reference

Inheritance diagram for Smart_Delay:



Public Member Functions

- [Smart_Delay](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.145.1 Constructor & Destructor Documentation

6.145.1.1 Smart_Delay() `Smart_Delay::Smart_Delay ()`

6.145.2 Member Function Documentation

6.145.2.1 `main()` `int Smart_Delay::main (` `int argc,` `char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

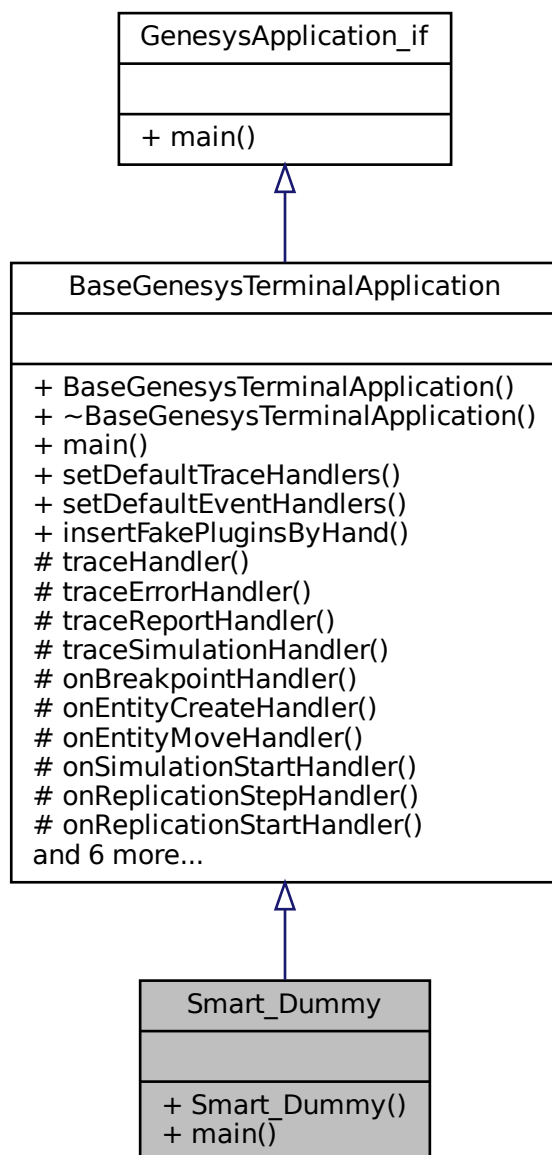
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Delay.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Delay.cpp`

6.146 Smart_Dummy Class Reference

Inheritance diagram for Smart_Dummy:



Public Member Functions

- [Smart_Dummy](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.146.1 Constructor & Destructor Documentation

6.146.1.1 Smart_Dummy() `Smart_Dummy::Smart_Dummy ()`

6.146.2 Member Function Documentation

6.146.2.1 `main()` `int Smart_Dummy::main (int argc, char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

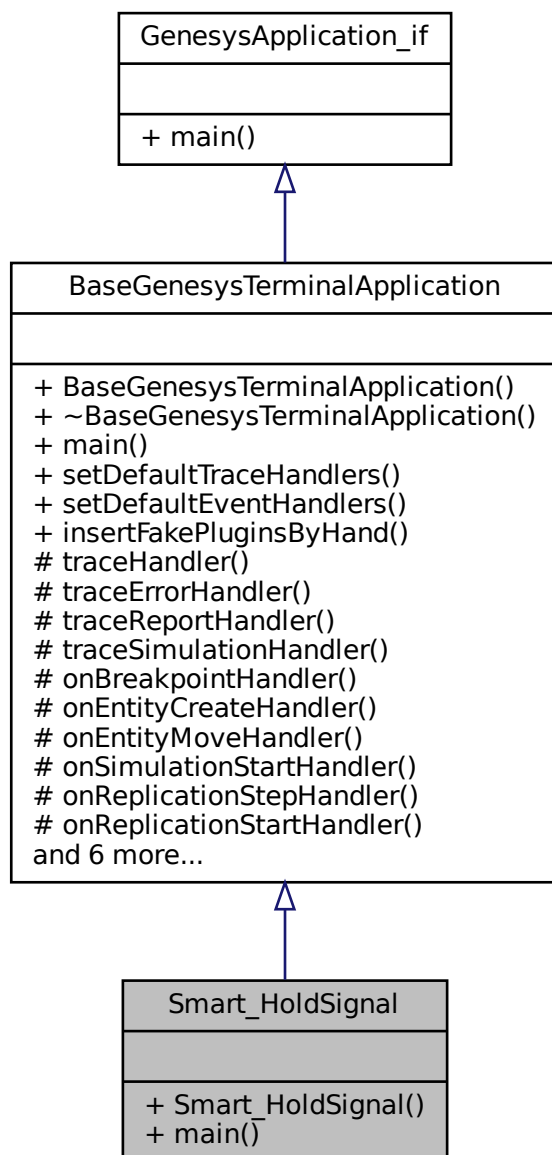
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.cpp`

6.147 Smart_HoldSignal Class Reference

Inheritance diagram for Smart_HoldSignal:



Public Member Functions

- [Smart_HoldSignal](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.147.1 Constructor & Destructor Documentation

6.147.1.1 Smart_HoldSignal() `Smart_HoldSignal::Smart_HoldSignal ()`

6.147.2 Member Function Documentation

6.147.2.1 `main()` `int Smart_HoldSignal::main (` `int argc,` `char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

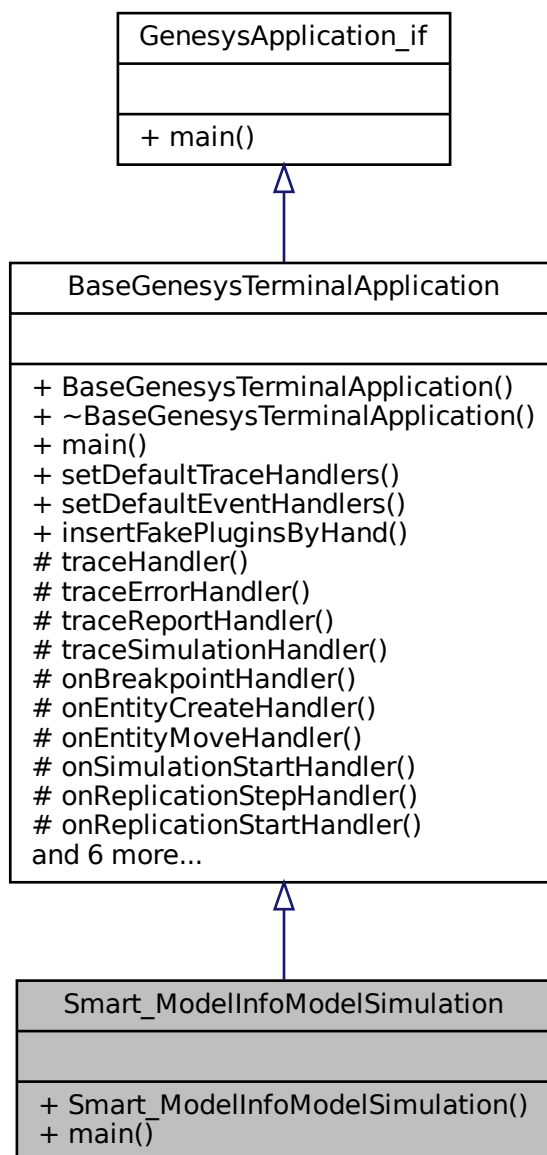
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.cpp`

6.148 Smart_ModelInfoModelSimulation Class Reference

Inheritance diagram for Smart_ModelInfoModelSimulation:



Public Member Functions

- [Smart_ModelInfoModelSimulation](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.148.1 Constructor & Destructor Documentation

6.148.1.1 Smart_ModelInfoModelSimulation() Smart_ModelInfoModelSimulation::Smart_ModelInfoModelSimulation ()

6.148.2 Member Function Documentation

6.148.2.1 main() int Smart_ModelInfoModelSimulation::main (int argc, char ** argv) [virtual]

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

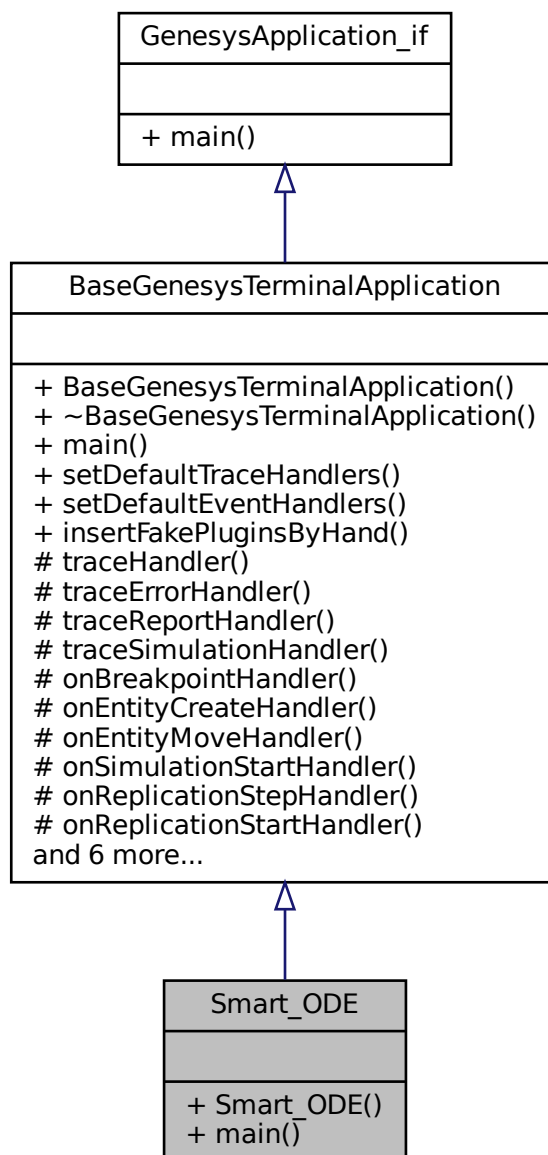
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_ModelInfoModelSimulation.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_ModelInfoModelSimulation.cpp](#)

6.149 Smart_ODE Class Reference

Inheritance diagram for Smart_ODE:



Public Member Functions

- [Smart_ODE](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.149.1 Constructor & Destructor Documentation

6.149.1.1 Smart_ODE() `Smart_ODE::Smart_ODE ()`

6.149.2 Member Function Documentation

6.149.2.1 `main()` `int Smart_ODE::main (int argc, char ** argv) [virtual]`

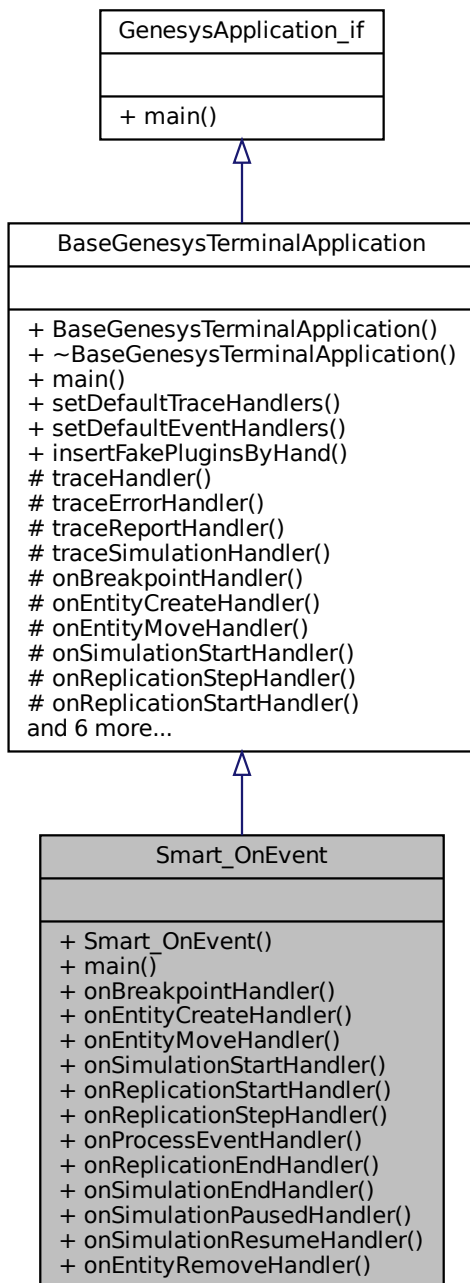
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ODE.cpp`

6.150 Smart_OnEvent Class Reference

Inheritance diagram for Smart_OnEvent:



Public Member Functions

- [Smart_OnEvent](#) ()
- virtual int [main](#) (int argc, char **argv)
- void [onBreakpointHandler](#) ([SimulationEvent](#) *re)

- void [onEntityCreateHandler](#) (SimulationEvent *re)
- void [onEntityMoveHandler](#) (SimulationEvent *re)
- void [onSimulationStartHandler](#) (SimulationEvent *re)
- void [onReplicationStartHandler](#) (SimulationEvent *re)
- void [onReplicationStepHandler](#) (SimulationEvent *re)
- void [onProcessEventHandler](#) (SimulationEvent *re)
- void [onReplicationEndHandler](#) (SimulationEvent *re)
- void [onSimulationEndHandler](#) (SimulationEvent *re)
- void [onSimulationPausedHandler](#) (SimulationEvent *re)
- void [onSimulationResumeHandler](#) (SimulationEvent *re)
- void [onEntityRemoveHandler](#) (SimulationEvent *re)

Additional Inherited Members

6.150.1 Constructor & Destructor Documentation

6.150.1.1 Smart_OnEvent() `Smart_OnEvent::Smart_OnEvent ()`

6.150.2 Member Function Documentation

6.150.2.1 main() `int Smart_OnEvent::main (int argc, char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

Implements [BaseGenesysTerminalApplication](#).

6.150.2.2 onBreakpointHandler() `void Smart_OnEvent::onBreakpointHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.3 onEntityCreateHandler() `void Smart_OnEvent::onEntityCreateHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.4 onEntityMoveHandler() `void Smart_OnEvent::onEntityMoveHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.5 onEntityRemoveHandler() `void Smart_OnEvent::onEntityRemoveHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.6 onProcessEventHandler() `void Smart_OnEvent::onProcessEventHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.7 onReplicationEndHandler() `void Smart_OnEvent::onReplicationEndHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.8 onReplicationStartHandler() `void Smart_OnEvent::onReplicationStartHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.9 onReplicationStepHandler() `void Smart_OnEvent::onReplicationStepHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.10 onSimulationEndHandler() `void Smart_OnEvent::onSimulationEndHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.11 onSimulationPausedHandler() `void Smart_OnEvent::onSimulationPausedHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.12 onSimulationResumeHandler() `void Smart_OnEvent::onSimulationResumeHandler (SimulationEvent * re) [virtual]`

Reimplemented from [BaseGenesysTerminalApplication](#).

6.150.2.13 onSimulationStartHandler() `void Smart_OnEvent::onSimulationStartHandler (SimulationEvent * re) [virtual]`

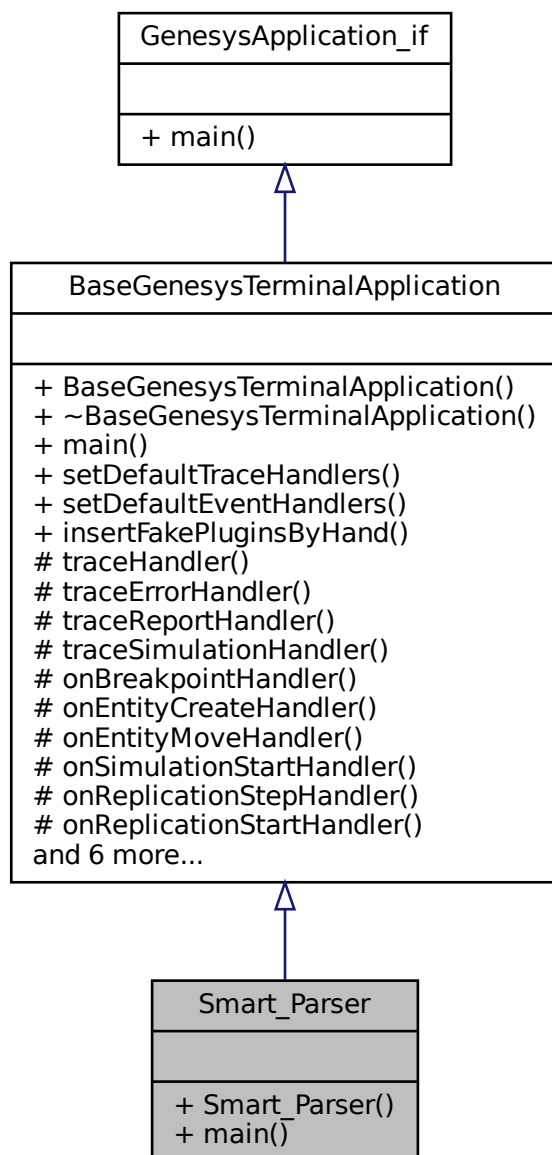
Reimplemented from [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.cpp`

6.151 Smart_Parser Class Reference

Inheritance diagram for Smart_Parser:



Public Member Functions

- [Smart_Parser](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.151.1 Constructor & Destructor Documentation

6.151.1.1 Smart_Parser() Smart_Parser::Smart_Parser ()

6.151.2 Member Function Documentation

6.151.2.1 main() int Smart_Parser::main (int argc, char ** argv) [virtual]

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

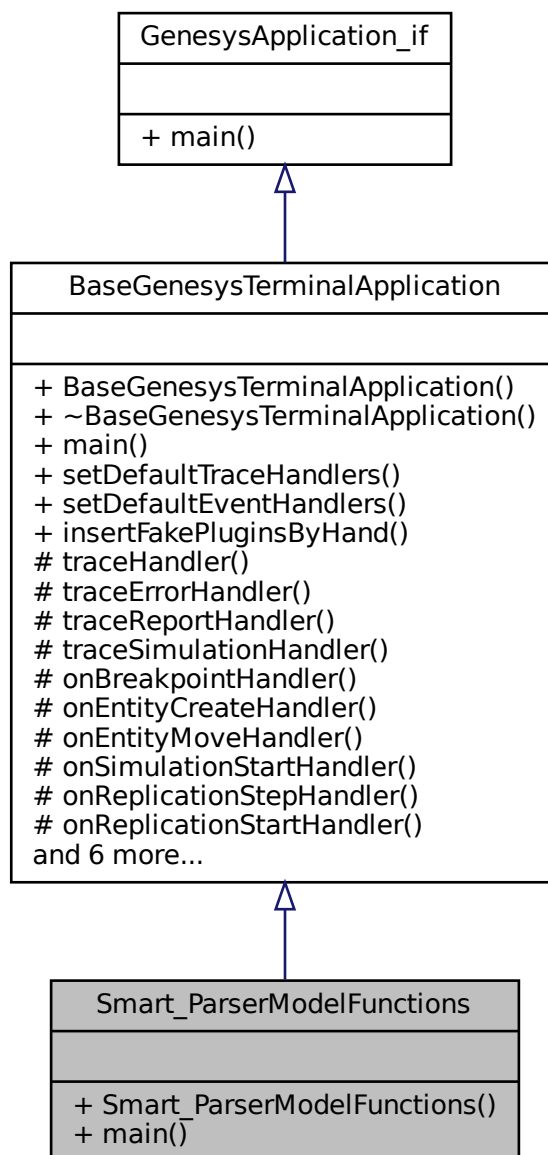
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_Parser.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_Parser.cpp](#)

6.152 Smart_ParserModelFunctions Class Reference

Inheritance diagram for Smart_ParserModelFunctions:



Public Member Functions

- [Smart_ParserModelFunctions](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.152.1 Constructor & Destructor Documentation

6.152.1.1 Smart_ParserModelFunctions() Smart_ParserModelFunctions::Smart_ParserModelFunctions
()

6.152.2 Member Function Documentation

6.152.2.1 main() int Smart_ParserModelFunctions::main (
int argc,
char ** argv) [virtual]

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

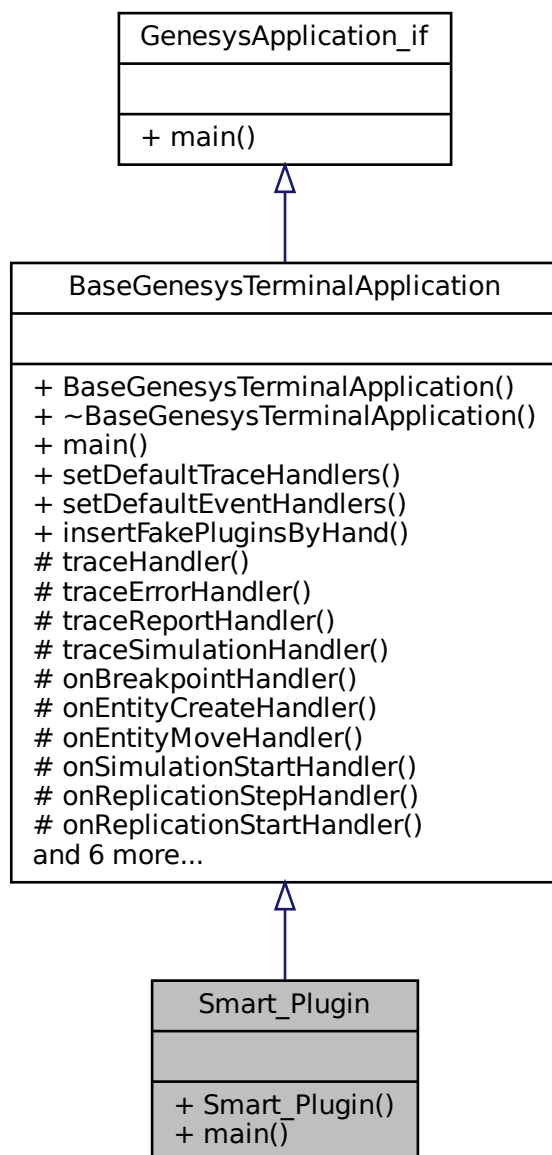
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_ParserModelFunctions.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_ParserModelFunctions.cpp](#)

6.153 Smart_Plugin Class Reference

Inheritance diagram for Smart_Plugin:



Public Member Functions

- [Smart_Plugin](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.153.1 Constructor & Destructor Documentation

6.153.1.1 Smart_Plugin() Smart_Plugin::Smart_Plugin ()

6.153.2 Member Function Documentation

6.153.2.1 main() int Smart_Plugin::main (int argc, char ** argv) [virtual]

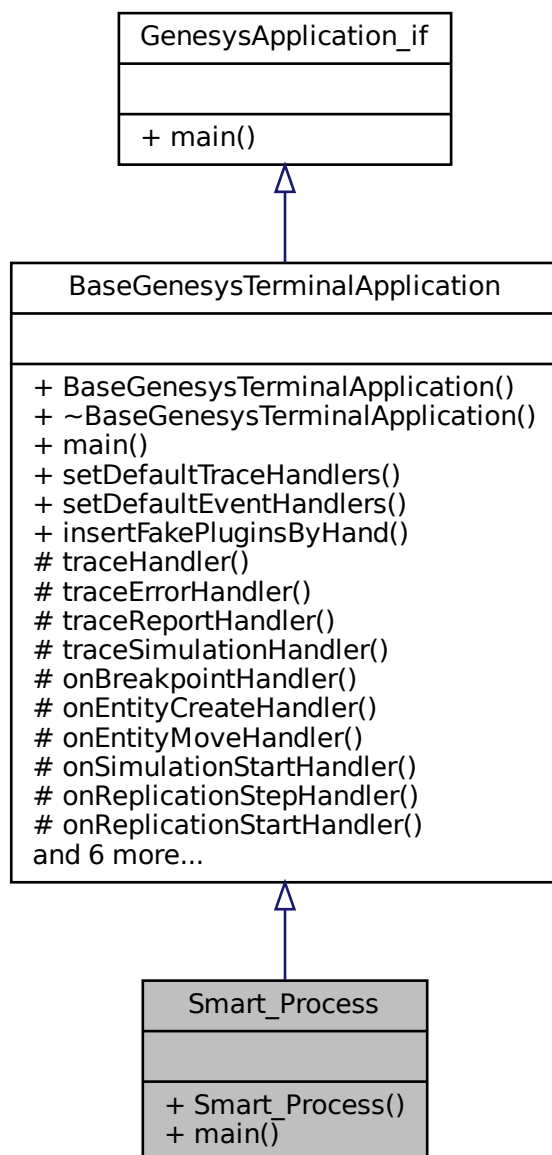
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/applications/terminal/examples/smarts/[Smart_Plugin.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/applications/terminal/examples/smarts/[Smart_Plugin.cpp](#)

6.154 Smart_Process Class Reference

Inheritance diagram for Smart_Process:



Public Member Functions

- [Smart_Process](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.154.1 Constructor & Destructor Documentation

6.154.1.1 Smart_Process() `Smart_Process::Smart_Process ()`

6.154.2 Member Function Documentation

6.154.2.1 `main()` `int Smart_Process::main (` `int argc,` `char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

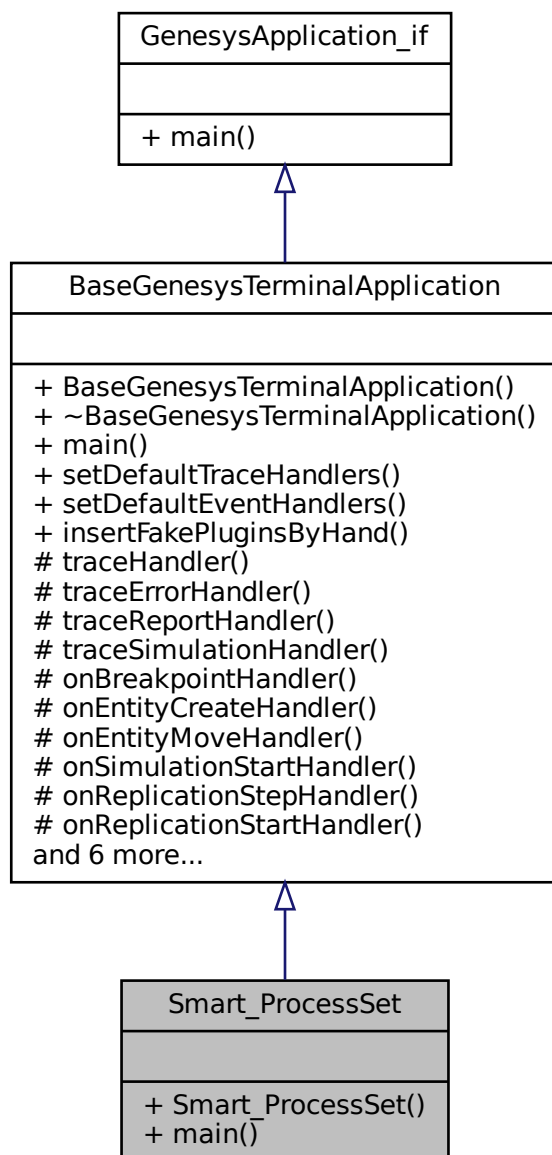
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Process.cpp`

6.155 Smart_ProcessSet Class Reference

Inheritance diagram for Smart_ProcessSet:



Public Member Functions

- [Smart_ProcessSet](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.155.1 Constructor & Destructor Documentation

6.155.1.1 Smart_ProcessSet() `Smart_ProcessSet::Smart_ProcessSet ()`

6.155.2 Member Function Documentation

6.155.2.1 `main()` `int Smart_ProcessSet::main (int argc, char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

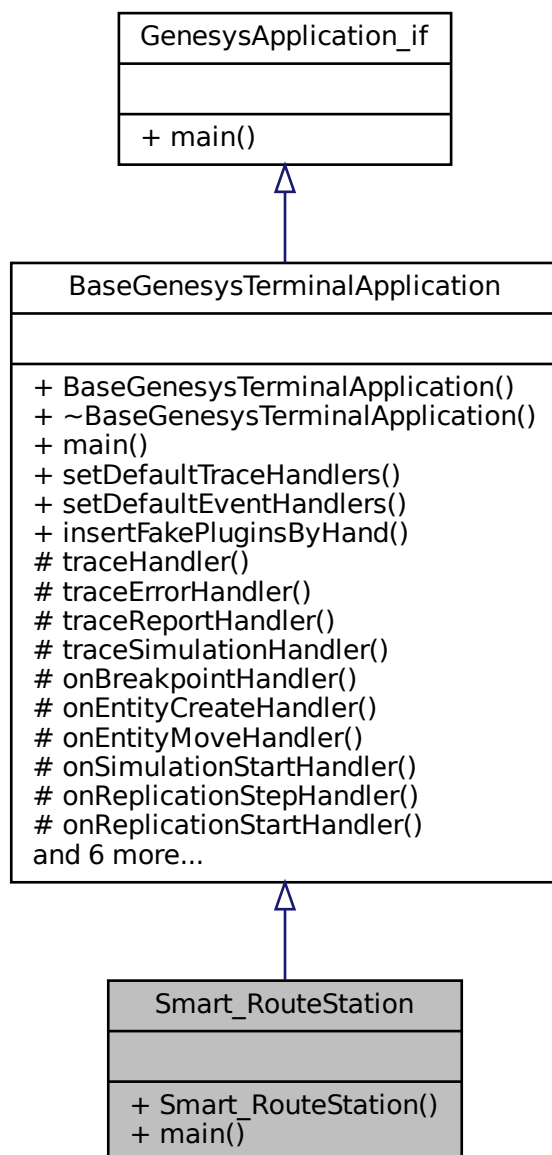
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.cpp`

6.156 Smart_RouteStation Class Reference

Inheritance diagram for Smart_RouteStation:



Public Member Functions

- [Smart_RouteStation](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.156.1 Constructor & Destructor Documentation

6.156.1.1 Smart_RouteStation() `Smart_RouteStation::Smart_RouteStation ()`

6.156.2 Member Function Documentation

6.156.2.1 `main()` `int Smart_RouteStation::main (` `int argc,` `char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

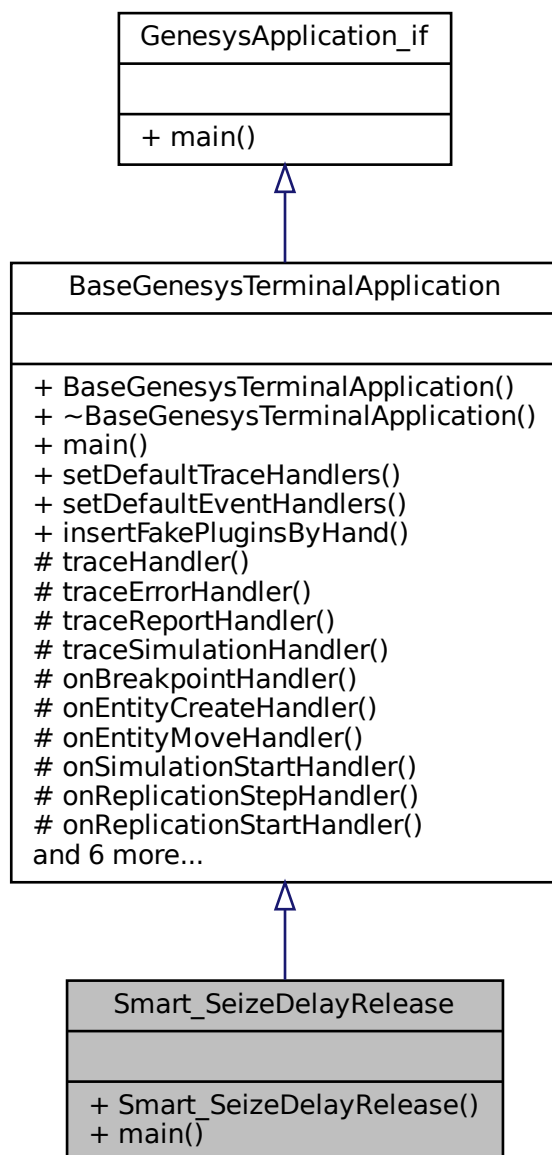
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.cpp`

6.157 Smart_SeizeDelayRelease Class Reference

Inheritance diagram for Smart_SeizeDelayRelease:



Public Member Functions

- [Smart_SeizeDelayRelease](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.157.1 Constructor & Destructor Documentation

6.157.1.1 Smart_SeizeDelayRelease() `Smart_SeizeDelayRelease::Smart_SeizeDelayRelease ()`

6.157.2 Member Function Documentation

6.157.2.1 `main()` `int Smart_SeizeDelayRelease::main (` `int argc,` `char ** argv) [virtual]`

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

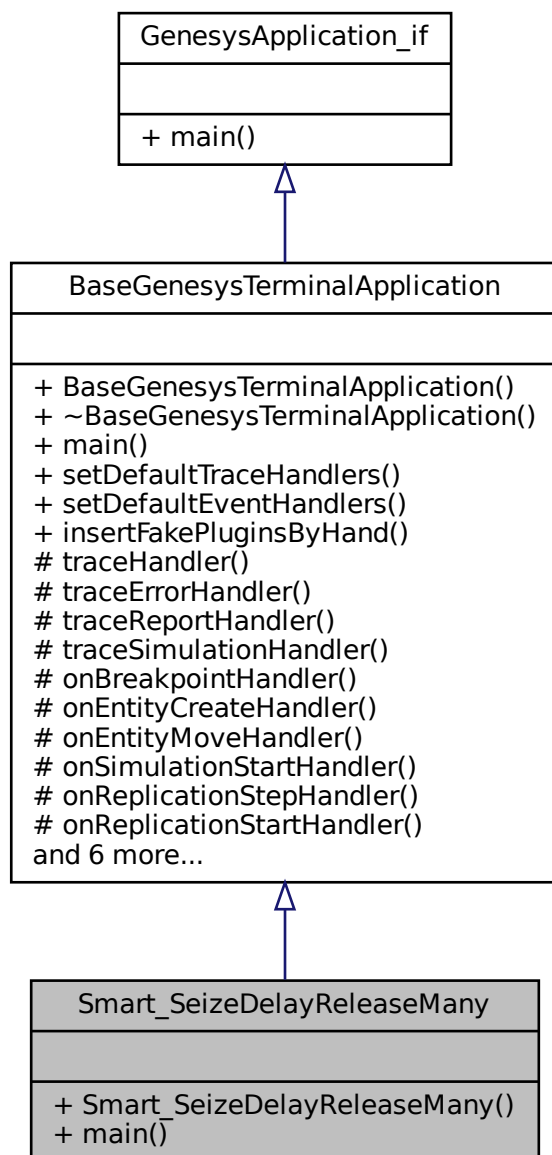
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelayRelease.cpp`

6.158 Smart_SeizeDelayReleaseMany Class Reference

Inheritance diagram for Smart_SeizeDelayReleaseMany:



Public Member Functions

- [Smart_SeizeDelayReleaseMany](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.158.1 Constructor & Destructor Documentation

6.158.1.1 Smart_SeizeDelayReleaseMany() Smart_SeizeDelayReleaseMany::Smart_SeizeDelayReleaseMany ()

6.158.2 Member Function Documentation

6.158.2.1 main() int Smart_SeizeDelayReleaseMany::main (int argc, char ** argv) [virtual]

This is the main function of the application. It instantiates the simulator, builds a simulation model and then simulate that model.

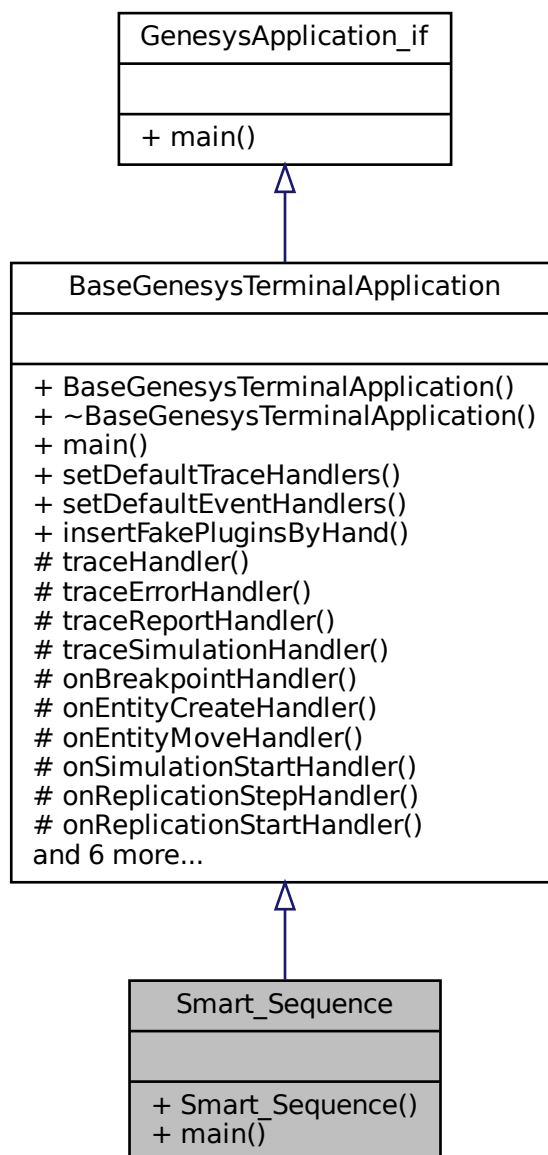
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_SeizeDelayReleaseMany.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/[Smart_SeizeDelayReleaseMany.cpp](#)

6.159 Smart_Sequence Class Reference

Inheritance diagram for Smart_Sequence:



Public Member Functions

- [Smart_Sequence](#) ()
- virtual int [main](#) (int argc, char **argv)

Additional Inherited Members

6.159.1 Constructor & Destructor Documentation

6.159.1.1 Smart_Sequence() `Smart_Sequence::Smart_Sequence ()`

6.159.2 Member Function Documentation

6.159.2.1 `main()` `int Smart_Sequence::main (int argc, char ** argv) [virtual]`

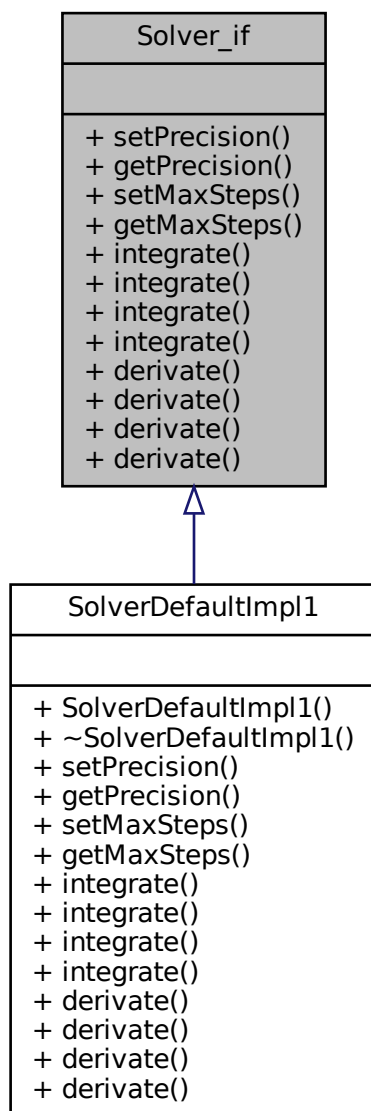
Implements [BaseGenesysTerminalApplication](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.cpp`

6.160 Solver_if Class Reference

Inheritance diagram for Solver_if:



Public Member Functions

- virtual void [setPrecision](#) (double e)=0
- virtual double [getPrecision](#) ()=0
- virtual void [setMaxSteps](#) (double steps)=0
- virtual double [getMaxSteps](#) ()=0
- virtual double [integrate](#) (double min, double max, double(*f)(double, double), double p2)=0
- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double), double p2, double p3)=0

- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double, double), double p2, double p3, double p4)=0
- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double, double, double), double p2, double p3, double p4, double p5)=0
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double), double p2)=0
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double), double p2, double p3)=0
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double, double), double p2, double p3, double p4)=0
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double, double, double), double p2, double p3, double p4, double p5)=0

6.160.1 Detailed Description

Interface used by classes that perform the numerical integration and derivation of functions with from one up to four parameters. It is mainly used for calculating the probability of theoretical distributions, from its probability distribution functions. p1 is the value where function is being evaluated and p2, ... are the function parameters

6.160.2 Member Function Documentation

6.160.2.1 [derivate\(\)](#) [1/4] virtual double Solver_if::derivate (
double *initPoint*,
double *initValue*,
double(*) (double, double) *f*,
double *p2*) [pure virtual]

Implemented in [SolverDefaultImpl1](#).

6.160.2.2 [derivate\(\)](#) [2/4] virtual double Solver_if::derivate (
double *initPoint*,
double *initValue*,
double(*) (double, double, double) *f*,
double *p2*,
double *p3*) [pure virtual]

Implemented in [SolverDefaultImpl1](#).

6.160.2.3 [derivate\(\)](#) [3/4] virtual double Solver_if::derivate (
double *initPoint*,
double *initValue*,
double(*) (double, double, double, double) *f*,
double *p2*,
double *p3*,
double *p4*) [pure virtual]

Implemented in [SolverDefaultImpl1](#).

6.160.2.4 `derivate()` [4/4] `virtual double Solver_if::derivate (`
 `double initPoint,`
 `double initValue,`
 `double(*) (double, double, double, double, double) f,`
 `double p2,`
 `double p3,`
 `double p4,`
 `double p5) [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.5 `getMaxSteps()` `virtual double Solver_if::getMaxSteps () [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.6 `getPrecision()` `virtual double Solver_if::getPrecision () [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.7 `integrate()` [1/4] `virtual double Solver_if::integrate (`
 `double min,`
 `double max,`
 `double(*) (double, double) f,`
 `double p2) [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.8 `integrate()` [2/4] `virtual double Solver_if::integrate (`
 `double min,`
 `double max,`
 `double(*) (double, double, double) f,`
 `double p2,`
 `double p3) [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.9 `integrate()` [3/4] `virtual double Solver_if::integrate (`
 `double min,`
 `double max,`
 `double(*) (double, double, double, double) f,`
 `double p2,`
 `double p3,`
 `double p4) [pure virtual]`

Implemented in [SolverDefaultImpl1](#).

6.160.2.10 integrate() [4/4] virtual double Solver_if::integrate (
double *min*,
double *max*,
double(*) (double, double, double, double, double) *f*,
double *p2*,
double *p3*,
double *p4*,
double *p5*) [pure virtual]

Implemented in [SolverDefaultImpl1](#).

6.160.2.11 setMaxSteps() virtual void Solver_if::setMaxSteps (
double *steps*) [pure virtual]

Implemented in [SolverDefaultImpl1](#).

6.160.2.12 setPrecision() virtual void Solver_if::setPrecision (
double *e*) [pure virtual]

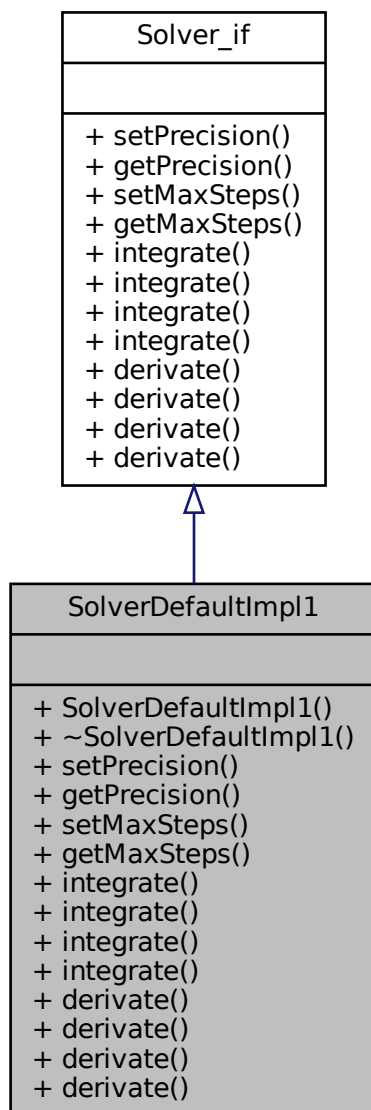
Implemented in [SolverDefaultImpl1](#).

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-
Simulator/source/tools/[solver_if.h](#)

6.161 SolverDefaultImpl1 Class Reference

Inheritance diagram for SolverDefaultImpl1:



Public Member Functions

- [SolverDefaultImpl1](#) (double precision=1e-6, unsigned int steps=1e3)
- virtual [~SolverDefaultImpl1](#) ()=default
- virtual void [setPrecision](#) (double e)
- virtual double [getPrecision](#) ()
- virtual void [setMaxSteps](#) (double steps)
- virtual double [getMaxSteps](#) ()
- virtual double [integrate](#) (double min, double max, double(*f)(double, double), double p2)

- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double), double p2, double p3)
- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double, double), double p2, double p3, double p4)
- virtual double [integrate](#) (double min, double max, double(*f)(double, double, double, double, double), double p2, double p3, double p4, double p5)
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double), double p2)
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double), double p2, double p3)
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double, double), double p2, double p3, double p4)
- virtual double [derivate](#) (double initPoint, double initValue, double(*f)(double, double, double, double, double), double p2, double p3, double p4, double p5)

6.161.1 Constructor & Destructor Documentation

6.161.1.1 SolverDefaultImpl1() SolverDefaultImpl1::SolverDefaultImpl1 (
double *precision* = 1e-6,
unsigned int *steps* = 1e3)

6.161.1.2 ~SolverDefaultImpl1() virtual SolverDefaultImpl1::~~SolverDefaultImpl1 () [virtual],
[default]

6.161.2 Member Function Documentation

6.161.2.1 derivate() [1/4] double SolverDefaultImpl1::derivate (
double *initPoint*,
double *initValue*,
double(*f)(double, double) *f*,
double *p2*) [virtual]

Implements [Solver_if](#).

6.161.2.2 derivate() [2/4] double SolverDefaultImpl1::derivate (
double *initPoint*,
double *initValue*,
double(*f)(double, double, double) *f*,
double *p2*,
double *p3*) [virtual]

Implements [Solver_if](#).

6.161.2.3 `derivate()` [3/4] `double SolverDefaultImpl1::derivate (`
 `double initPoint,`
 `double initValue,`
 `double(*) (double, double, double, double) f,`
 `double p2,`
 `double p3,`
 `double p4) [virtual]`

Implements [Solver_if](#).

6.161.2.4 `derivate()` [4/4] `double SolverDefaultImpl1::derivate (`
 `double initPoint,`
 `double initValue,`
 `double(*) (double, double, double, double, double) f,`
 `double p2,`
 `double p3,`
 `double p4,`
 `double p5) [virtual]`

Implements [Solver_if](#).

6.161.2.5 `getMaxSteps()` `double SolverDefaultImpl1::getMaxSteps () [virtual]`

Implements [Solver_if](#).

6.161.2.6 `getPrecision()` `double SolverDefaultImpl1::getPrecision () [virtual]`

Implements [Solver_if](#).

6.161.2.7 `integrate()` [1/4] `double SolverDefaultImpl1::integrate (`
 `double min,`
 `double max,`
 `double(*) (double, double) f,`
 `double p2) [virtual]`

Implements [Solver_if](#).

6.161.2.8 `integrate()` [2/4] `double SolverDefaultImpl1::integrate (`
 `double min,`
 `double max,`
 `double(*) (double, double, double) f,`
 `double p2,`
 `double p3) [virtual]`

Implements [Solver_if](#).

6.161.2.9 integrate() [3/4] `double SolverDefaultImpl1::integrate (`
`double min,`
`double max,`
`double(*) (double, double, double, double) f,`
`double p2,`
`double p3,`
`double p4) [virtual]`

Implements [Solver_if](#).

6.161.2.10 integrate() [4/4] `double SolverDefaultImpl1::integrate (`
`double min,`
`double max,`
`double(*) (double, double, double, double, double) f,`
`double p2,`
`double p3,`
`double p4,`
`double p5) [virtual]`

Implements [Solver_if](#).

6.161.2.11 setMaxSteps() `void SolverDefaultImpl1::setMaxSteps (`
`double steps) [virtual]`

Implements [Solver_if](#).

6.161.2.12 setPrecision() `void SolverDefaultImpl1::setPrecision (`
`double e) [virtual]`

Implements [Solver_if](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/SolverDefaultImpl1.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/SolverDefaultImpl1.cpp](#)

6.162 SortFile Class Reference

Public Member Functions

- [SortFile \(\)](#)
- [~SortFile \(\)=default](#)
- `bool sort ()`
- `void setDataFilename (std::string filename)`

6.162.1 Constructor & Destructor Documentation

6.162.1.1 SortFile() `SortFile::SortFile ()`

6.162.1.2 ~SortFile() `SortFile::~~SortFile () [default]`

6.162.2 Member Function Documentation

6.162.2.1 setDataFilename() `void SortFile::setDataFilename (
std::string filename)`

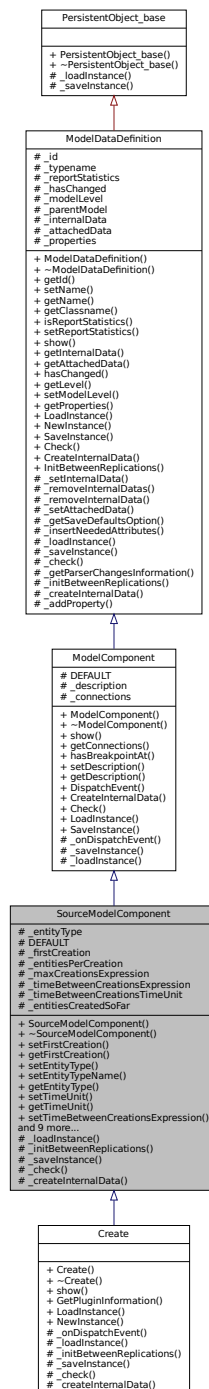
6.162.2.2 sort() `bool SortFile::sort ()`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SorttFile.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SorttFile.cpp`

6.163 SourceModelComponent Class Reference

Inheritance diagram for SourceModelComponent:



Classes

- struct [DEFAULT_VALUES](#)

Public Member Functions

- [SourceModelComponent](#) ([Model](#) *model, std::string componentTypename, std::string name="")
- virtual [~SourceModelComponent](#) ()=default
- void [setFirstCreation](#) (double [_firstCreation](#))
- double [getFirstCreation](#) () const
- void [setEntityType](#) ([EntityType](#) *[_entityType](#))
- void [setEntityType](#) (std::string entityType) const
- [EntityType](#) * [getEntityType](#) () const
- void [setTimeUnit](#) ([Util::TimeUnit](#) [_timeUnit](#))
- [Util::TimeUnit](#) [getTimeUnit](#) () const
- void [setTimeBetweenCreationsExpression](#) (std::string [_timeBetweenCreations](#))
- std::string [getTimeBetweenCreationsExpression](#) () const
- void [setMaxCreations](#) (unsigned long [_maxCreations](#))
- void [setMaxCreations](#) (std::string [_maxCreationsExpression](#))
- std::string [getMaxCreations](#) () const
- unsigned int [getEntitiesCreated](#) () const
- void [setEntitiesCreated](#) (unsigned int [_entitiesCreated](#))
- void [setEntitiesPerCreation](#) (unsigned int [_entitiesPerCreation](#))
- unsigned int [getEntitiesPerCreation](#) () const
- virtual std::string [show](#) ()

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual void [_initBetweenReplications](#) ()
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Protected Attributes

- [EntityType](#) * [_entityType](#) = nullptr
- const struct [SourceModelComponent::DEFAULT_VALUES](#) [DEFAULT](#)
- double [_firstCreation](#) = [DEFAULT.firstCreation](#)
- unsigned int [_entitiesPerCreation](#) = [DEFAULT.entitiesPerCreation](#)
- std::string [_maxCreationsExpression](#) = [DEFAULT.maxCreationsExpression](#)
- std::string [_timeBetweenCreationsExpression](#) = [DEFAULT.timeBetweenCreationsExpression](#)
- [Util::TimeUnit](#) [_timeBetweenCreationsTimeUnit](#) = [DEFAULT.timeBetweenCreationsTimeUnit](#)
- unsigned int [_entitiesCreatedSoFar](#) = 0

Additional Inherited Members

6.163.1 Detailed Description

A source component implements the base for inserting entities into the model when its simulation is initialized. During the initialization, the new and empty future events list is populated by events of creating entities and sending them to the source components existing in the model

6.163.2 Constructor & Destructor Documentation

6.163.2.1 SourceModelComponent() `SourceModelComponent::SourceModelComponent (
Model * model,
 std::string componentTypename,
 std::string name = "")`

6.163.2.2 ~SourceModelComponent() `virtual SourceModelComponent::~~SourceModelComponent ()
 [virtual], [default]`

6.163.3 Member Function Documentation

6.163.3.1 _check() `bool SourceModelComponent::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Create](#).

6.163.3.2 _createInternalData() `void SourceModelComponent::_createInternalData () [protected],
 [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal StatisticsCollectors, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Create](#).

6.163.3.3 _initBetweenReplications() `void SourceModelComponent::_initBetweenReplications ()
 [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

Reimplemented in [Create](#).

6.163.3.4 `_loadInstance()` `bool SourceModelComponent::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

Reimplemented in [Create](#).

6.163.3.5 `_saveInstance()` `std::map< std::string, std::string > * SourceModelComponent::_save←`
`Instance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

Reimplemented in [Create](#).

6.163.3.6 `getEntitiesCreated()` `unsigned int SourceModelComponent::getEntitiesCreated () const`

6.163.3.7 `getEntitiesPerCreation()` `unsigned int SourceModelComponent::getEntitiesPerCreation ()`
`const`

6.163.3.8 `getEntityType()` `EntityType * SourceModelComponent::getEntityType () const`

6.163.3.9 `getFirstCreation()` `double SourceModelComponent::getFirstCreation () const`

6.163.3.10 `getMaxCreations()` `std::string SourceModelComponent::getMaxCreations () const`

6.163.3.11 `getTimeBetweenCreationsExpression()` `std::string SourceModelComponent::getTime←`
`BetweenCreationsExpression () const`

6.163.3.12 `getTimeUnit()` `Util::TimeUnit SourceModelComponent::getTimeUnit () const`

6.163.3.13 setEntitiesCreated() void SourceModelComponent::setEntitiesCreated (unsigned int *_entitiesCreated*)

6.163.3.14 setEntitiesPerCreation() void SourceModelComponent::setEntitiesPerCreation (unsigned int *_entitiesPerCreation*)

6.163.3.15 setEntityType() void SourceModelComponent::setEntityType (EntityType * *_entityType*)

6.163.3.16 setEntityTypeName() void SourceModelComponent::setEntityTypeName (std::string *entityTypeName*)

6.163.3.17 setFirstCreation() void SourceModelComponent::setFirstCreation (double *_firstCreation*)

6.163.3.18 setMaxCreations() [1/2] void SourceModelComponent::setMaxCreations (std::string *_maxCreationsExpression*)

6.163.3.19 setMaxCreations() [2/2] void SourceModelComponent::setMaxCreations (unsigned long *_maxCreations*)

6.163.3.20 setTimeBetweenCreationsExpression() void SourceModelComponent::setTimeBetweenCreationsExpression (std::string *_timeBetweenCreations*)

6.163.3.21 setTimeUnit() void SourceModelComponent::setTimeUnit (Util::TimeUnit *_timeUnit*)

6.163.3.22 show() `std::string SourceModelComponent::show ()` [virtual]

Reimplemented from [ModelComponent](#).

Reimplemented in [Create](#).

6.163.4 Member Data Documentation

6.163.4.1 _entitiesCreatedSoFar `unsigned int SourceModelComponent::_entitiesCreatedSoFar = 0`
[protected]

6.163.4.2 _entitiesPerCreation `unsigned int SourceModelComponent::_entitiesPerCreation = DEFAULT.entitiesPerCreation` [protected]

6.163.4.3 _entityType `EntityType* SourceModelComponent::_entityType = nullptr` [protected]

6.163.4.4 _firstCreation `double SourceModelComponent::_firstCreation = DEFAULT.firstCreation`
[protected]

6.163.4.5 _maxCreationsExpression `std::string SourceModelComponent::_maxCreationsExpression = DEFAULT.maxCreationsExpression` [protected]

6.163.4.6 _timeBetweenCreationsExpression `std::string SourceModelComponent::_timeBetweenCreationsExpression = DEFAULT.timeBetweenCreationsExpression` [protected]

6.163.4.7 _timeBetweenCreationsTimeUnit `Util::TimeUnit SourceModelComponent::_timeBetweenCreationsTimeUnit = DEFAULT.timeBetweenCreationsTimeUnit` [protected]

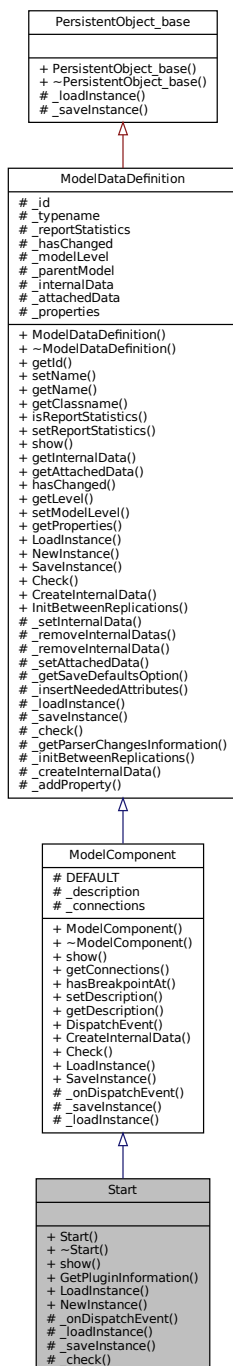
6.163.4.8 DEFAULT `const struct SourceModelComponent::DEFAULT_VALUES SourceModelComponent::↵
DEFAULT [protected]`

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/kernel/simulator/SourceModelComponent.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵
Simulator/source/kernel/simulator/SourceModelComponent.cpp`

6.164 Start Class Reference

Inheritance diagram for Start:



Public Member Functions

- [Start](#) ([Model](#) *model, std::string name="")
- virtual [~Start](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.164.1 Detailed Description

[Start](#) module DESCRIPTION The [Start](#) module changes the status of a conveyor from inactive to active. The conveyor may have been deactivated from either the [Stop](#) module or by initially being set to inactive at the start of the simulation. The velocity of the conveyor may be changed permanently when the conveyor is started. TYPICAL USES [Start](#) a bottling conveyor after scheduled maintenance [Start](#) a baggage claim conveyor when bags have arrived PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Conveyor Name Name of the conveyor to start. Velocity Speed of the conveyor once it begins to operate. This value will change the speed of the conveyor permanently, until it is changed in another module. Units Velocity time units.

6.164.2 Constructor & Destructor Documentation

6.164.2.1 Start() `Start::Start (`
`Model * model,`
`std::string name = "")`

6.164.2.2 ~Start() `virtual Start::~~Start ()` [virtual], [default]

6.164.3 Member Function Documentation

6.164.3.1 _check() `bool Start::_check (`
`std::string * errorMessage)` [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.164.3.2 `_loadInstance()` `bool Start::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.164.3.3 `_onDispatchEvent()` `void Start::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` `[protected], [virtual]`

Implements [ModelComponent](#).

6.164.3.4 `_saveInstance()` `std::map< std::string, std::string > * Start::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.164.3.5 `GetPluginInformation()` `PluginInformation * Start::GetPluginInformation ()` `[static]`

6.164.3.6 `LoadInstance()` `ModelComponent * Start::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.164.3.7 `NewInstance()` `ModelDataDefinition * Start::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.164.3.8 `show()` `std::string Start::show ()` `[virtual]`

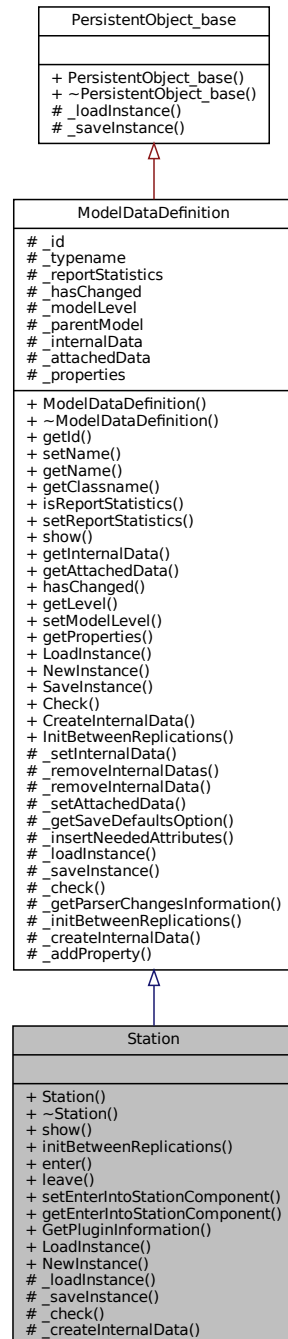
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Start.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Start.cpp`

6.165 Station Class Reference

Inheritance diagram for Station:



Public Member Functions

- [Station](#) ([Model](#) *model, std::string name="")
- virtual [~Station](#) ()
- virtual std::string [show](#) ()

- void [initBetweenReplications](#) ()
- void [enter](#) ([Entity](#) *entity)
- void [leave](#) ([Entity](#) *entity)
- void [setEnterIntoStationComponent](#) ([ModelComponent](#) *_enterIntoStationComponent)
- [ModelComponent](#) * [getEnterIntoStationComponent](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_createInternalData](#) ()

Additional Inherited Members

6.165.1 Constructor & Destructor Documentation

6.165.1.1 [Station\(\)](#) `Station::Station (`
 [Model](#) * *model*,
 std::string *name* = "")

6.165.1.2 [~Station\(\)](#) `Station::~Station ()` [virtual]

6.165.2 Member Function Documentation

6.165.2.1 [_check\(\)](#) `bool Station::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.165.2.2 `_createInternalData()` `void Station::_createInternalData () [protected], [virtual]`

This method is necessary only for those components that instantiate internal elements that must exist before simulation starts and even before model checking. That's the case of components that have internal `StatisticsCollectors`, since others components may refer to them as expressions (as in "TVAG(ThisCSTAT)") and therefore the model datum must exist before checking such expression

Reimplemented from [ModelDataDefinition](#).

6.165.2.3 `_loadInstance()` `bool Station::_loadInstance (`
`std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.165.2.4 `_saveInstance()` `std::map< std::string, std::string > * Station::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.165.2.5 `enter()` `void Station::enter (`
`Entity * entity)`

6.165.2.6 `getEnterIntoStationComponent()` `ModelComponent * Station::getEnterIntoStationComponent`
`() const`

6.165.2.7 `GetPluginInformation()` `PluginInformation * Station::GetPluginInformation () [static]`

6.165.2.8 `initBetweenReplications()` `void Station::initBetweenReplications ()`

6.165.2.9 `leave()` `void Station::leave (`
`Entity * entity)`

6.165.2.10 LoadInstance() [ModelDataDefinition](#) * Station::LoadInstance (
 [Model](#) * *model*,
 std::map< std::string, std::string > * *fields*) [static]

6.165.2.11 NewInstance() [ModelDataDefinition](#) * Station::NewInstance (
 [Model](#) * *model*,
 std::string *name* = "") [static]

6.165.2.12 setEnterIntoStationComponent() void Station::setEnterIntoStationComponent (
 [ModelComponent](#) * *_enterIntoStationComponent*)

6.165.2.13 show() std::string Station::show () [virtual]

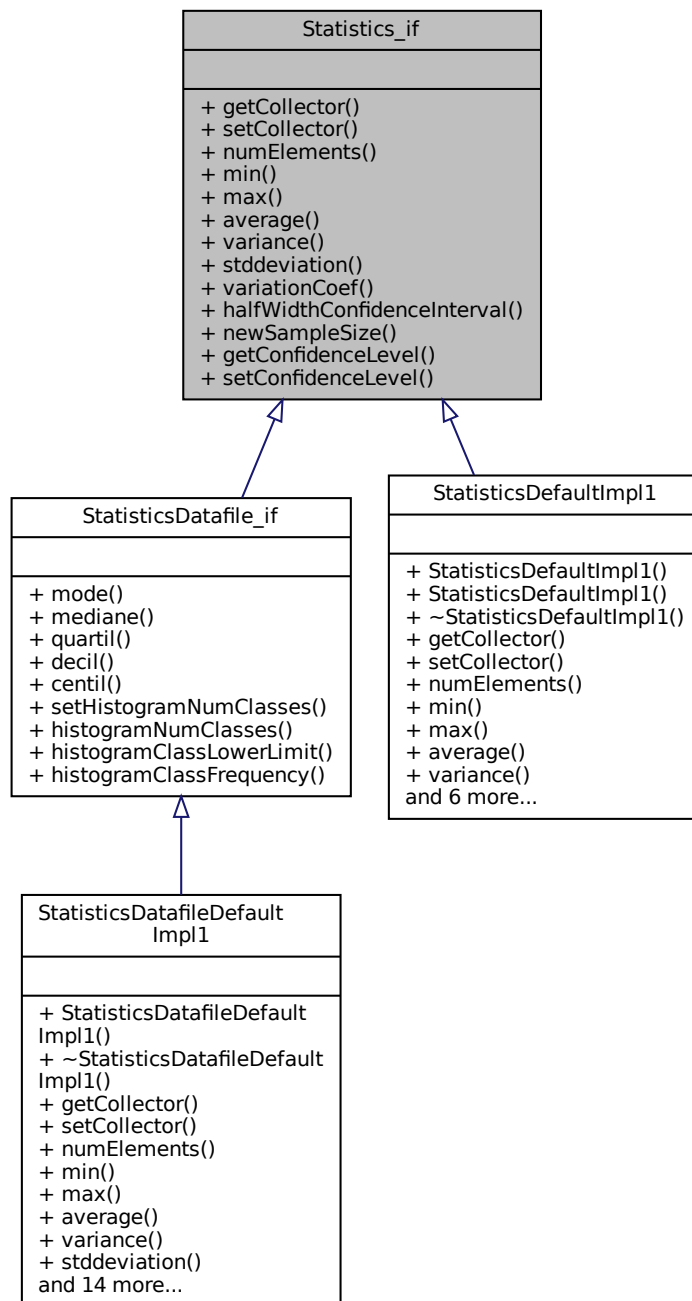
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Station.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Station.cpp](#)

6.166 Statistics_if Class Reference

Inheritance diagram for Statistics_if:



Public Member Functions

- virtual `Collector_if * getCollector ()=0`
- virtual void `setCollector (Collector_if *collector)=0`
- virtual unsigned int `numElements ()=0`

- virtual double `min` ()=0
- virtual double `max` ()=0
- virtual double `average` ()=0
- virtual double `variance` ()=0
- virtual double `stddeviation` ()=0
- virtual double `variationCoef` ()=0
- virtual double `halfWidthConfidenceInterval` ()=0
- virtual unsigned int `newSampleSize` (double halfWidth)=0
- virtual double `getConfidenceLevel` ()=0
- virtual void `setConfidenceLevel` (double confidencelevel)=0

6.166.1 Detailed Description

Interface for statistct synthesis of a stochastic variable collected by a [Collector_if](#). The statistics generated may be updated based only on the previous statistics and the single newest added value or they may be updated based on a datafile, depending on the Collector implementation.

6.166.2 Member Function Documentation

6.166.2.1 `average()` virtual double `Statistics_if::average` () [pure virtual]

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.2 `getCollector()` virtual [Collector_if*](#) `Statistics_if::getCollector` () [pure virtual]

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.3 `getConfidenceLevel()` virtual double `Statistics_if::getConfidenceLevel` () [pure virtual]

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.4 `halfWidthConfidenceInterval()` virtual double `Statistics_if::halfWidthConfidenceInterval` () [pure virtual]

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.5 max() `virtual double Statistics_if::max () [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.6 min() `virtual double Statistics_if::min () [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.7 newSampleSize() `virtual unsigned int Statistics_if::newSampleSize (double halfWidth) [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.8 numElements() `virtual unsigned int Statistics_if::numElements () [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.9 setCollector() `virtual void Statistics_if::setCollector (Collector_if * collector) [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.10 setConfidenceLevel() `virtual void Statistics_if::setConfidenceLevel (double confidencelevel) [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.11 stddeviation() `virtual double Statistics_if::stddeviation () [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.12 variance() `virtual double Statistics_if::variance () [pure virtual]`

Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

6.166.2.13 variationCoef() `virtual double Statistics_if::variationCoef () [pure virtual]`

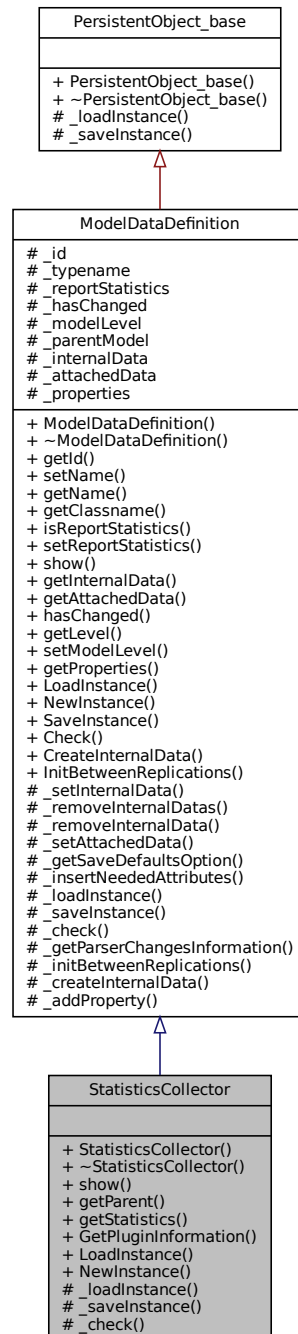
Implemented in [StatisticsDefaultImpl1](#), and [StatisticsDatafileDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/Statistics_if.h`

6.167 StatisticsCollector Class Reference

Inheritance diagram for StatisticsCollector:



Public Member Functions

- [StatisticsCollector](#) ([Model](#) *model, std::string name="", [ModelDataDefinition](#) *parent=nullptr, bool insertIntoModel=true)
- virtual [~StatisticsCollector](#) ()=default

- virtual std::string [show](#) ()
- [ModelDataDefinition](#) * [getParent](#) () const
- [Statistics_if](#) * [getStatistics](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.167.1 Detailed Description

The [StatisticsCollector](#) is the [ModelDataDefinition](#) responsible for collecting data from the model (using the Collector) and simultaneously keeping statistics updated (using the Statistics)

6.167.2 Constructor & Destructor Documentation

6.167.2.1 [StatisticsCollector\(\)](#) `StatisticsCollector::StatisticsCollector (`
 [Model](#) * *model*,
 std::string *name* = "",
 [ModelDataDefinition](#) * *parent* = nullptr,
 bool *insertIntoModel* = true)

6.167.2.2 [~StatisticsCollector\(\)](#) `virtual StatisticsCollector::~~StatisticsCollector ()` [virtual], [default]

6.167.3 Member Function Documentation

6.167.3.1 [_check\(\)](#) `bool StatisticsCollector::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.167.3.2 `_loadInstance()` `bool StatisticsCollector::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.167.3.3 `_saveInstance()` `std::map< std::string, std::string > * StatisticsCollector::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.167.3.4 `getParent()` `ModelDataDefinition * StatisticsCollector::getParent () const`

6.167.3.5 `GetPluginInformation()` `PluginInformation * StatisticsCollector::GetPluginInformation () [static]`

6.167.3.6 `getStatistics()` `Statistics_if * StatisticsCollector::getStatistics () const`

6.167.3.7 `LoadInstance()` `ModelDataDefinition * StatisticsCollector::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.167.3.8 `NewInstance()` `ModelDataDefinition * StatisticsCollector::NewInstance (Model * model, std::string name = "") [static]`

6.167.3.9 `show()` `std::string StatisticsCollector::show () [virtual]`

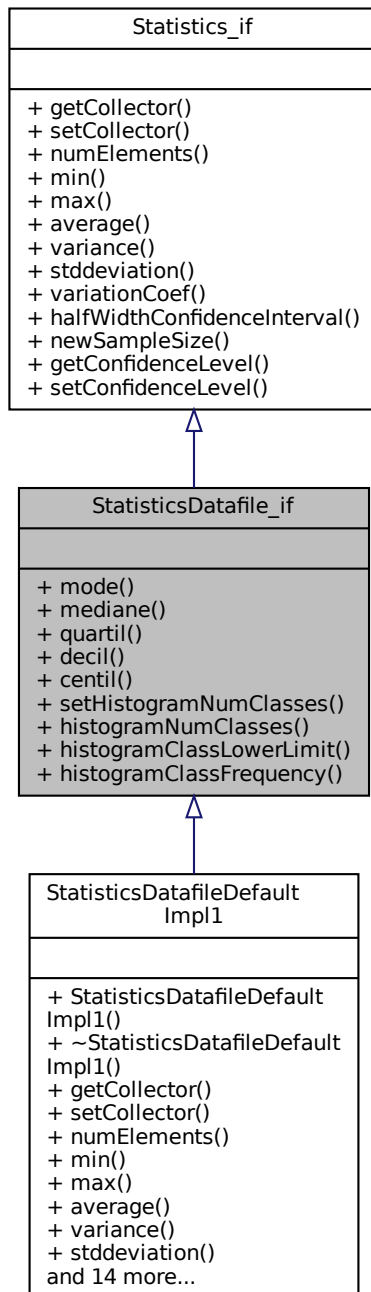
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/StatisticsCollector.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/StatisticsCollector.cpp](#)

6.168 StatisticsDatafile_if Class Reference

Inheritance diagram for StatisticsDatafile_if:



Public Member Functions

- virtual double `mode()`=0
- virtual double `mediane()`=0
- virtual double `quartil` (unsigned short num)=0

- virtual double [decil](#) (unsigned short num)=0
- virtual double [centil](#) (unsigned short num)=0
- virtual void [setHistogramNumClasses](#) (unsigned short num)=0
- virtual unsigned short [histogramNumClasses](#) ()=0
- virtual double [histogramClassLowerLimit](#) (unsigned short classNum)=0
- virtual unsigned int [histogramClassFrequency](#) (unsigned short classNum)=0

6.168.1 Member Function Documentation

6.168.1.1 [centil\(\)](#) virtual double StatisticsDatafile_if::centil (unsigned short *num*) [pure virtual]

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.2 [decil\(\)](#) virtual double StatisticsDatafile_if::decil (unsigned short *num*) [pure virtual]

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.3 [histogramClassFrequency\(\)](#) virtual unsigned int StatisticsDatafile_if::histogramClassFrequency (unsigned short *classNum*) [pure virtual]

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.4 [histogramClassLowerLimit\(\)](#) virtual double StatisticsDatafile_if::histogramClassLowerLimit (unsigned short *classNum*) [pure virtual]

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.5 [histogramNumClasses\(\)](#) virtual unsigned short StatisticsDatafile_if::histogramNumClasses () [pure virtual]

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.6 mediane() `virtual double StatisticsDatafile_if::mediane () [pure virtual]`

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.7 mode() `virtual double StatisticsDatafile_if::mode () [pure virtual]`

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.8 quartil() `virtual double StatisticsDatafile_if::quartil (unsigned short num) [pure virtual]`

Implemented in [StatisticsDatafileDefaultImpl1](#).

6.168.1.9 setHistogramNumClasses() `virtual void StatisticsDatafile_if::setHistogramNumClasses (unsigned short num) [pure virtual]`

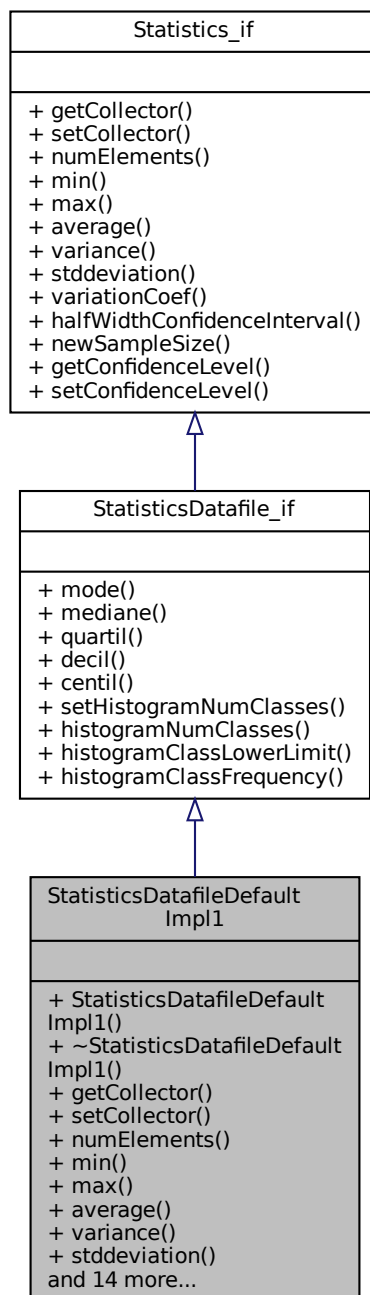
Implemented in [StatisticsDatafileDefaultImpl1](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/StatisticsDataFile_if.h`

6.169 StatisticsDatafileDefaultImpl1 Class Reference

Inheritance diagram for StatisticsDatafileDefaultImpl1:



Public Member Functions

- [StatisticsDatafileDefaultImpl1](#) ()
- virtual [~StatisticsDatafileDefaultImpl1](#) ()=default
- virtual [Collector_if](#) * [getCollector](#) ()

- virtual void [setCollector](#) ([Collector_if](#) *collector)
- virtual unsigned int [numElements](#) ()
- virtual double [min](#) ()
- virtual double [max](#) ()
- virtual double [average](#) ()
- virtual double [variance](#) ()
- virtual double [stddeviation](#) ()
- virtual double [variationCoef](#) ()
- virtual double [halfWidthConfidenceInterval](#) ()
- virtual unsigned int [newSampleSize](#) (double halfWidth)
- virtual double [getConfidenceLevel](#) ()
- virtual void [setConfidenceLevel](#) (double confidencelevel)
- virtual double [mode](#) ()
- virtual double [mediane](#) ()
- virtual double [quartil](#) (unsigned short num)
- virtual double [decil](#) (unsigned short num)
- virtual double [centil](#) (unsigned short num)
- virtual void [setHistogramNumClasses](#) (unsigned short num)
- virtual unsigned short [histogramNumClasses](#) ()
- virtual double [histogramClassLowerLimit](#) (unsigned short classNum)
- virtual unsigned int [histogramClassFrequency](#) (unsigned short classNum)

6.169.1 Constructor & Destructor Documentation

6.169.1.1 [StatisticsDatafileDefaultImpl1\(\)](#) [StatisticsDatafileDefaultImpl1::StatisticsDatafile↔DefaultImpl1](#) ()

6.169.1.2 [~StatisticsDatafileDefaultImpl1\(\)](#) virtual [StatisticsDatafileDefaultImpl1::~~Statistics↔DatafileDefaultImpl1](#) () [virtual], [default]

6.169.2 Member Function Documentation

6.169.2.1 [average\(\)](#) double [StatisticsDatafileDefaultImpl1::average](#) () [virtual]

Implements [Statistics_if](#).

6.169.2.2 [centil\(\)](#) double [StatisticsDatafileDefaultImpl1::centil](#) (unsigned short *num*) [virtual]

Implements [StatisticsDatafile_if](#).

6.169.2.3 decil() `double StatisticsDatafileDefaultImpl1::decil (unsigned short num) [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.4 getCollector() `Collector_if * StatisticsDatafileDefaultImpl1::getCollector () [virtual]`

Implements [Statistics_if](#).

6.169.2.5 getConfidenceLevel() `double StatisticsDatafileDefaultImpl1::getConfidenceLevel () [virtual]`

Implements [Statistics_if](#).

6.169.2.6 halfWidthConfidenceInterval() `double StatisticsDatafileDefaultImpl1::halfWidthConfidenceInterval () [virtual]`

Implements [Statistics_if](#).

6.169.2.7 histogramClassFrequency() `unsigned int StatisticsDatafileDefaultImpl1::histogramClassFrequency (unsigned short classNum) [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.8 histogramClassLowerLimit() `double StatisticsDatafileDefaultImpl1::histogramClassLowerLimit (unsigned short classNum) [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.9 histogramNumClasses() `unsigned short StatisticsDatafileDefaultImpl1::histogramNumClasses () [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.10 max() `double StatisticsDatafileDefaultImpl1::max () [virtual]`

Implements [Statistics_if](#).

6.169.2.11 mediane() `double StatisticsDatafileDefaultImpl1::mediane () [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.12 min() `double StatisticsDatafileDefaultImpl1::min () [virtual]`

Implements [Statistics_if](#).

6.169.2.13 mode() `double StatisticsDatafileDefaultImpl1::mode () [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.14 newSampleSize() `unsigned int StatisticsDatafileDefaultImpl1::newSampleSize (double halfWidth) [virtual]`

Implements [Statistics_if](#).

6.169.2.15 numElements() `unsigned int StatisticsDatafileDefaultImpl1::numElements () [virtual]`

Implements [Statistics_if](#).

6.169.2.16 quartil() `double StatisticsDatafileDefaultImpl1::quartil (unsigned short num) [virtual]`

Implements [StatisticsDatafile_if](#).

6.169.2.17 setCollector() `void StatisticsDatafileDefaultImpl1::setCollector (Collector_if * collector) [virtual]`

Implements [Statistics_if](#).

6.169.2.18 setConfidenceLevel() void StatisticsDatafileDefaultImpl1::setConfidenceLevel (double *confidencelevel*) [virtual]

Implements [Statistics_if](#).

6.169.2.19 setHistogramNumClasses() void StatisticsDatafileDefaultImpl1::setHistogramNumClasses (unsigned short *num*) [virtual]

Implements [StatisticsDatafile_if](#).

6.169.2.20 stddeviation() double StatisticsDatafileDefaultImpl1::stddeviation () [virtual]

Implements [Statistics_if](#).

6.169.2.21 variance() double StatisticsDatafileDefaultImpl1::variance () [virtual]

Implements [Statistics_if](#).

6.169.2.22 variationCoef() double StatisticsDatafileDefaultImpl1::variationCoef () [virtual]

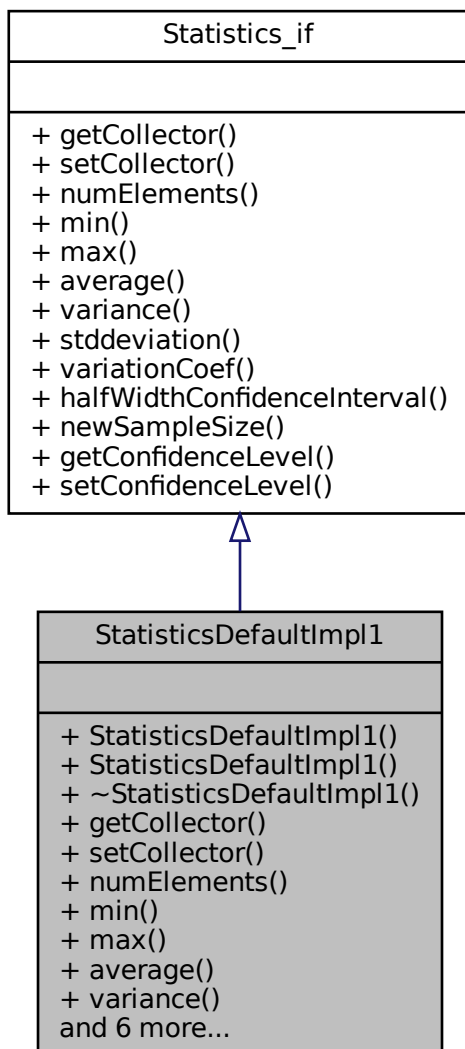
Implements [Statistics_if](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/[StatisticsDataFileDefaultImpl.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/[StatisticsDataFileDefaultImpl.cpp](#)

6.170 StatisticsDefaultImpl1 Class Reference

Inheritance diagram for StatisticsDefaultImpl1:



Public Member Functions

- [StatisticsDefaultImpl1](#) ()
When constructor is invoked without a Collector, it is taken from Traits<Statistics_if>::CollectorImplementation configuration.
- [StatisticsDefaultImpl1](#) (Collector_if *collector)
- virtual [~StatisticsDefaultImpl1](#) ()=default
- virtual Collector_if * [getCollector](#) ()
- virtual void [setCollector](#) (Collector_if *collector)
- virtual unsigned int [numElements](#) ()

- virtual double [min](#) ()
- virtual double [max](#) ()
- virtual double [average](#) ()
- virtual double [variance](#) ()
- virtual double [stddeviation](#) ()
- virtual double [variationCoef](#) ()
- virtual double [halfWidthConfidenceInterval](#) ()
- virtual unsigned int [newSampleSize](#) (double halfWidth)
- virtual double [getConfidenceLevel](#) ()
- virtual void [setConfidenceLevel](#) (double confidencelevel)

6.170.1 Constructor & Destructor Documentation

6.170.1.1 StatisticsDefaultImpl1() [1/2] `StatisticsDefaultImpl1::StatisticsDefaultImpl1 ()`

When constructor is invoked without a Collector, it is taken from `Traits<Statistics_if>::CollectorImplementation` configuration.

6.170.1.2 StatisticsDefaultImpl1() [2/2] `StatisticsDefaultImpl1::StatisticsDefaultImpl1 (Collector_if * collector)`

6.170.1.3 ~StatisticsDefaultImpl1() `virtual StatisticsDefaultImpl1::~~StatisticsDefaultImpl1 ()` [virtual], [default]

6.170.2 Member Function Documentation

6.170.2.1 average() `double StatisticsDefaultImpl1::average ()` [virtual]

Implements [Statistics_if](#).

6.170.2.2 getCollector() `Collector_if * StatisticsDefaultImpl1::getCollector ()` [virtual]

Implements [Statistics_if](#).

6.170.2.3 getConfidenceLevel() `double StatisticsDefaultImpl1::getConfidenceLevel () [virtual]`

Implements [Statistics_if](#).

6.170.2.4 halfWidthConfidenceInterval() `double StatisticsDefaultImpl1::halfWidthConfidenceInterval () [virtual]`

Implements [Statistics_if](#).

6.170.2.5 max() `double StatisticsDefaultImpl1::max () [virtual]`

Implements [Statistics_if](#).

6.170.2.6 min() `double StatisticsDefaultImpl1::min () [virtual]`

Implements [Statistics_if](#).

6.170.2.7 newSampleSize() `unsigned int StatisticsDefaultImpl1::newSampleSize (double halfWidth) [virtual]`

Implements [Statistics_if](#).

6.170.2.8 numElements() `unsigned int StatisticsDefaultImpl1::numElements () [virtual]`

Implements [Statistics_if](#).

6.170.2.9 setCollector() `void StatisticsDefaultImpl1::setCollector (Collector_if * collector) [virtual]`

Implements [Statistics_if](#).

6.170.2.10 setConfidenceLevel() `void StatisticsDefaultImpl1::setConfidenceLevel (double confidencelevel) [virtual]`

Implements [Statistics_if](#).

6.170.2.11 stddeviation() `double StatisticsDefaultImpl1::stddeviation () [virtual]`

Implements [Statistics_if](#).

6.170.2.12 variance() `double StatisticsDefaultImpl1::variance () [virtual]`

Implements [Statistics_if](#).

6.170.2.13 variationCoef() `double StatisticsDefaultImpl1::variationCoef () [virtual]`

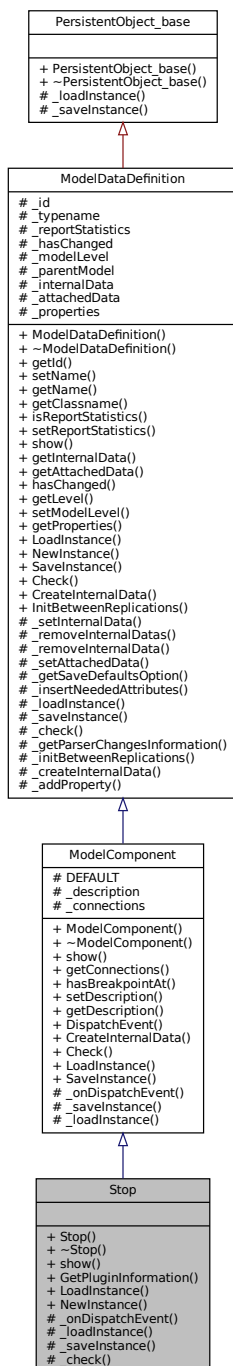
Implements [Statistics_if](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/StatisticsDefaultImpl1.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/statistics/StatisticsDefaultImpl1.cpp`

6.171 Stop Class Reference

Inheritance diagram for Stop:



Public Member Functions

- [Stop \(Model *model, std::string name= ""\)](#)
- virtual [~Stop \(\)](#)=default
- virtual std::string [show \(\)](#)

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.171.1 Detailed Description

[Stop](#) module DESCRIPTION The [Stop](#) module sets the operational status of a conveyor to inactive. The conveyor may have been activated from either the [Start](#) module or by initially being set to active at the start of the simulation. When the entity enters the [Stop](#) module, the conveyor will stop immediately, regardless of the type of conveyor or the number of entities currently on the conveyor. TYPICAL USES [Stop](#) a baggage conveyor after a pre-determined amount of time [Stop](#) a conveyor for scheduled maintenance PROMPTS Prompt Description Name Unique name of the module that will be displayed in the flowchart. Conveyor Name Name of the conveyor to stop.

6.171.2 Constructor & Destructor Documentation

6.171.2.1 Stop() `Stop::Stop (`
 [Model](#) * model,
 std::string name = "")

6.171.2.2 ~Stop() `virtual Stop::~Stop ()` [virtual], [default]

6.171.3 Member Function Documentation

6.171.3.1 _check() `bool Stop::_check (`
 std::string * errorMessage) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.171.3.2 `_loadInstance()` `bool Stop::_loadInstance (`
`std::map< std::string, std::string > * fields)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.171.3.3 `_onDispatchEvent()` `void Stop::_onDispatchEvent (`
`Entity * entity,`
`unsigned int inputNumber)` `[protected], [virtual]`

Implements [ModelComponent](#).

6.171.3.4 `_saveInstance()` `std::map< std::string, std::string > * Stop::_saveInstance (`
`bool saveDefaultValues)` `[protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.171.3.5 `GetPluginInformation()` `PluginInformation * Stop::GetPluginInformation ()` `[static]`

6.171.3.6 `LoadInstance()` `ModelComponent * Stop::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields)` `[static]`

6.171.3.7 `NewInstance()` `ModelDataDefinition * Stop::NewInstance (`
`Model * model,`
`std::string name = "")` `[static]`

6.171.3.8 `show()` `std::string Stop::show ()` `[virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Stop.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Stop.cpp`

6.172 Storage Class Reference

Inheritance diagram for Storage:



Public Member Functions

- [Storage](#) ([Model](#) *model, std::string name="")
- virtual `~Storage` ()=default
- virtual std::string [show](#) ()

- void [setTotalArea](#) (double _totalArea)
- double [getTotalArea](#) () const
- void [setCapacity](#) (unsigned int _capacity)
- unsigned int [getCapacity](#) () const
- void [setUnitsPerArea](#) (double _unitsPerArea)
- double [getUnitsPerArea](#) () const

Static Public Member Functions

- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual [ParserChangesInformation](#) * [_getParserChangesInformation](#) ()

Additional Inherited Members

6.172.1 Constructor & Destructor Documentation

6.172.1.1 [Storage\(\)](#) `Storage::Storage (`
 [Model](#) * *model*,
 std::string *name* = "")

6.172.1.2 [~Storage\(\)](#) `virtual Storage::~Storage ()` [virtual], [default]

6.172.2 Member Function Documentation

6.172.2.1 [_check\(\)](#) `bool Storage::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.172.2.2 `_getParserChangesInformation()` `ParserChangesInformation * Storage::_getParserChangesInformation () [protected], [virtual]`

This method returns all changes in the parser that are needed by plugins of this ModelDatas. When connecting a new plugin, `ParserChangesInformation` are used to change parser source code, which is after compiled and dinamically linked to to simulator kernel to reflect the changes

Reimplemented from [ModelDataDefinition](#).

6.172.2.3 `_loadInstance()` `bool Storage::_loadInstance (std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.172.2.4 `_saveInstance()` `std::map< std::string, std::string > * Storage::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.172.2.5 `getCapacity()` `unsigned int Storage::getCapacity () const`

6.172.2.6 `GetPluginInformation()` `PluginInformation * Storage::GetPluginInformation () [static]`

6.172.2.7 `getTotalArea()` `double Storage::getTotalArea () const`

6.172.2.8 `getUnitsPerArea()` `double Storage::getUnitsPerArea () const`

6.172.2.9 `LoadInstance()` `ModelDataDefinition * Storage::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.172.2.10 NewInstance() [ModelDataDefinition](#) * Storage::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.172.2.11 setCapacity() void Storage::setCapacity (
 unsigned int _capacity)

6.172.2.12 setTotalArea() void Storage::setTotalArea (
 double _totalArea)

6.172.2.13 setUnitsPerArea() void Storage::setUnitsPerArea (
 double _unitsPerArea)

6.172.2.14 show() std::string Storage::show () [virtual]

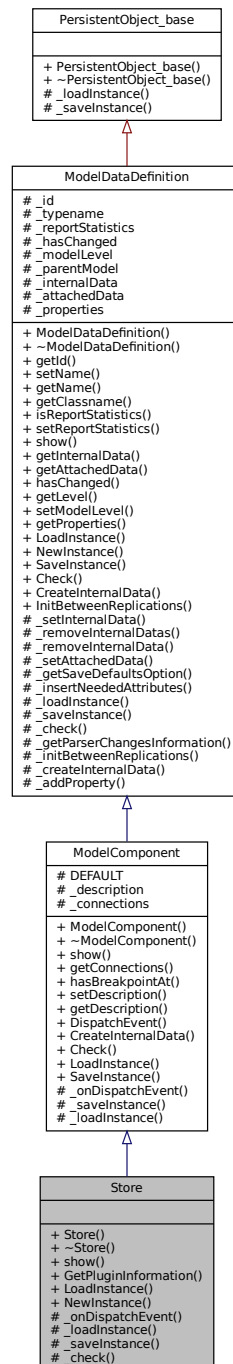
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Storage.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/data/[Storage.cpp](#)

6.173 Store Class Reference

Inheritance diagram for Store:



Public Member Functions

- [Store](#) ([Model](#) *model, std::string name="")
- virtual [~Store](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.173.1 Detailed Description

[Store](#) module DESCRIPTION The [Store](#) module adds an entity to storage. The [Unstore](#) module may then be used to remove the entity from the storage. When an entity arrives at the [Store](#) module, the storage specified is incremented, and the entity immediately moves to the next module in the model. Storages are useful for displaying entity animation while an entity undergoes processing in other modules. Additionally, statistics may be kept on the number of entities in storage. TYPICAL USES Animating a part through a number of delay operations (load, setup, process, unload) Tracking the number of customers within a grocery store (place in storage upon entry) PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Method of specifying the storage name as a [Storage](#), [Set](#), [Attribute](#), or Expression. [Storage](#) Name Name of the storage to which the entity will be added. Applies only when the Type is [Storage](#). [Set](#) Name Name of the storage set from which the storage is to be selected. Applies only when the Type is [Set](#). [Set](#) Index Index into the defined storage set that contains the desired storage name. Applies only when the Type is [Set](#). [Attribute](#) Name of the attribute whose value contains the storage. Applies only when the Type is [Attribute](#). Expression Expression that is evaluated to the storage into which the entity is placed. Applies only when the Type is Expression.

6.173.2 Constructor & Destructor Documentation

6.173.2.1 [Store\(\)](#) `Store::Store (`
 [Model](#) * model,
 std::string name = "")

6.173.2.2 [~Store\(\)](#) `virtual Store::~Store ()` [virtual], [default]

6.173.3 Member Function Documentation

6.173.3.1 `_check()` `bool Store::_check (`
 `std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.173.3.2 `_loadInstance()` `bool Store::_loadInstance (`
 `std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.173.3.3 `_onDispatchEvent()` `void Store::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.173.3.4 `_saveInstance()` `std::map< std::string, std::string > * Store::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.173.3.5 `GetPluginInformation()` `PluginInformation * Store::GetPluginInformation () [static]`

6.173.3.6 `LoadInstance()` `ModelComponent * Store::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.173.3.7 `NewInstance()` `ModelDataDefinition * Store::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.173.3.8 show() `std::string Store::show () [virtual]`

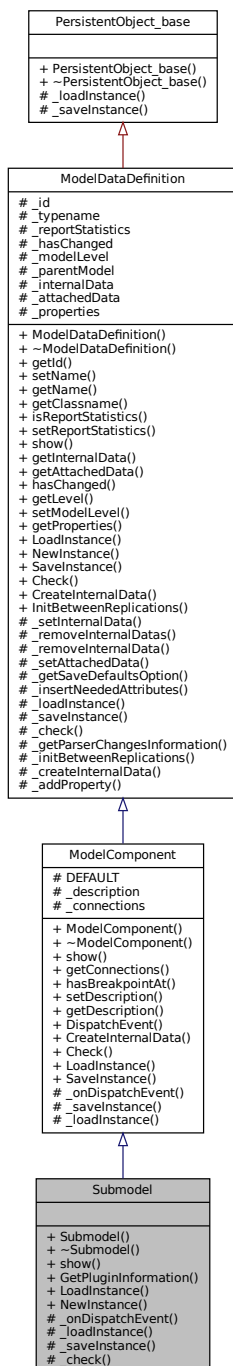
Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Store.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Store.cpp](#)

6.174 Submodel Class Reference

Inheritance diagram for Submodel:



Public Member Functions

- [Submodel](#) ([Model](#) *model, std::string name="")
- virtual [~Submodel](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.174.1 Detailed Description

This component ...

6.174.2 Constructor & Destructor Documentation

6.174.2.1 Submodel() `Submodel::Submodel (`
 [Model](#) * *model*,
 std::string *name* = "")

6.174.2.2 ~Submodel() `virtual Submodel::~~Submodel ()` [virtual], [default]

6.174.3 Member Function Documentation

6.174.3.1 _check() `bool Submodel::_check (`
 std::string * *errorMessage*) [protected], [virtual]

Reimplemented from [ModelDataDefinition](#).

6.174.3.2 _loadInstance() `bool Submodel::_loadInstance (`
 std::map< std::string, std::string > * *fields*) [protected], [virtual]

Reimplemented from [ModelComponent](#).

6.174.3.3 `_onDispatchEvent()` `void Submodel::_onDispatchEvent (Entity * entity, unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.174.3.4 `_saveInstance()` `std::map< std::string, std::string > * Submodel::_saveInstance (bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.174.3.5 `GetPluginInformation()` `PluginInformation * Submodel::GetPluginInformation () [static]`

6.174.3.6 `LoadInstance()` `ModelComponent * Submodel::LoadInstance (Model * model, std::map< std::string, std::string > * fields) [static]`

6.174.3.7 `NewInstance()` `ModelDataDefinition * Submodel::NewInstance (Model * model, std::string name = "") [static]`

6.174.3.8 `show()` `std::string Submodel::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Submodel.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Submodel.cpp](#)

6.175 yy::genesyspp_parser::symbol_kind Struct Reference

Symbol kinds.

Public Types

- enum `symbol_kind_type` {
`YYNTOKENS` = 90 , `S_YYEMPTY` = -2 , `S_YYEOF` = 0 , `S_YYerror` = 1 ,
`S_YYUNDEF` = 2 , `S_NUMD` = 3 , `S_NUMH` = 4 , `S_CTEZERO` = 5 ,
`S_oLE` = 6 , `S_oGE` = 7 , `S_oEQ` = 8 , `S_oNE` = 9 ,
`S_oAND` = 10 , `S_oOR` = 11 , `S_oNAND` = 12 , `S_oXOR` = 13 ,
`S_oNOT` = 14 , `S_fSIN` = 15 , `S_fCOS` = 16 , `S_fROUND` = 17 ,
`S_fMOD` = 18 , `S_fTRUNC` = 19 , `S_fFRAC` = 20 , `S_fEXP` = 21 ,
`S_fSQRT` = 22 , `S_fLOG` = 23 , `S_fLN` = 24 , `S_fVAL` = 25 ,
`S_fEVAL` = 26 , `S_fLENG` = 27 , `S_frND1` = 28 , `S_fEXPO` = 29 ,
`S_fNORM` = 30 , `S_fUNIF` = 31 , `S_fWEIB` = 32 , `S_fLOGN` = 33 ,
`S_fGAMM` = 34 , `S_fERLA` = 35 , `S_fTRIA` = 36 , `S_fBETA` = 37 ,
`S_fDISC` = 38 , `S_ftNOW` = 39 , `S_ftFIN` = 40 , `S_fMAXREP` = 41 ,
`S_fNUMREP` = 42 , `S_fIDENT` = 43 , `S_cIF` = 44 , `S_cELSE` = 45 ,
`S_cFOR` = 46 , `S_cTO` = 47 , `S_cDO` = 48 , `S_ATTRIB` = 49 ,
`S_CSTAT` = 50 , `S_fTAVG` = 51 , `S_ILLEGAL` = 52 , `S_RESOURCE` = 53 ,
`S_fNR` = 54 , `S_fMR` = 55 , `S_fIRF` = 56 , `S_fRESSEIZES` = 57 ,
`S_fSTATE` = 58 , `S_fSETSUM` = 59 , `S_fRESUTIL` = 60 , `S_QUEUE` = 61 ,
`S_fNQ` = 62 , `S_fFIRSTINQ` = 63 , `S_fLASTINQ` = 64 , `S_fSAQUE` = 65 ,
`S_fAQUE` = 66 , `S_fENTATRANK` = 67 , `S_SET` = 68 , `S_fNUMSET` = 69 ,
`S_VARI` = 70 , `S_FORM` = 71 , `S_fNUMGR` = 72 , `S_fATRGR` = 73 ,
`S_LPAREN` = 74 , `S_RPAREN` = 75 , `S_LBRACKET` = 76 , `S_RBRACKET` = 77 ,
`S_PLUS` = 78 , `S_MINUS` = 79 , `S_STAR` = 80 , `S_POWER` = 81 ,
`S_SLASH` = 82 , `S_LESS` = 83 , `S_GREATER` = 84 , `S_ASSIGN` = 85 ,
`S_COMMA` = 86 , `S_NEG` = 87 , `S_88_n` = 88 , `S_89_USER` = 89 ,
`S_YYACCEPT` = 90 , `S_input` = 91 , `S_expression` = 92 , `S_numero` = 93 ,
`S_aritmetica` = 94 , `S_logica` = 95 , `S_relacional` = 96 , `S_comando` = 97 ,
`S_comandoIF` = 98 , `S_comandoFOR` = 99 , `S_function` = 100 , `S_kernelFunction` = 101 ,
`S_trigonFunction` = 102 , `S_mathFunction` = 103 , `S_probFunction` = 104 , `S_userFunction` = 105 ,
`S_listaparm` = 106 , `S_atributo` = 107 , `S_variavel` = 108 , `S_formula` = 109 ,
`S_atribuicao` = 110 , `S_pluginFunction` = 111 }

6.175.1 Detailed Description

Symbol kinds.

6.175.2 Member Enumeration Documentation

6.175.2.1 `symbol_kind_type` enum `yy::genesyspp_parser::symbol_kind::symbol_kind_type`

Enumerator

<code>YYNTOKENS</code>	Number of tokens.
<code>S_YYEMPTY</code>	
<code>S_YYEOF</code>	
<code>S_YYerror</code>	
<code>S_YYUNDEF</code>	
<code>S_NUMD</code>	
<code>S_NUMH</code>	
<code>S_CTEZERO</code>	

Enumerator

S_oLE	
S_oGE	
S_oEQ	
S_oNE	
S_oAND	
S_oOR	
S_oNAND	
S_oXOR	
S_oNOT	
S_fSIN	
S_fCOS	
S_fROUND	
S_fMOD	
S_fTRUNC	
S_fFRAC	
S_fEXP	
S_fSQRT	
S_fLOG	
S_fLN	
S_fVAL	
S_fEVAL	
S_fLENG	
S_fRND1	
S_fEXPO	
S_fNORM	
S_fUNIF	
S_fWEIB	
S_fLOGN	
S_fGAMM	
S_fERLA	
S_fTRIA	
S_fBETA	
S_fDISC	
S_fTNOW	
S_fTFIN	
S_fMAXREP	
S_fNUMREP	
S_fIDENT	
S_cIF	
S_cELSE	
S_cFOR	
S_cTO	
S_cDO	
S_ATTRIB	
S_CSTAT	
S_fTAVG	
S_ILLEGAL	
S_RESOURCE	
S_fNR	

Enumerator

S_fMR	
S_fIRF	
S_fRESSEIZES	
S_fSTATE	
S_fSETSUM	
S_fRESUTIL	
S_QUEUE	
S_fNQ	
S_fFIRSTINQ	
S_fLASTINQ	
S_fSAQUE	
S_fAQUE	
S_fENTATRANK	
S_SET	
S_fNUMSET	
S_VARI	
S_FORM	
S_fNUMGR	
S_fATRGR	
S_LPAREN	
S_RPAREN	
S_LBRACKET	
S_RBRACKET	
S_PLUS	
S_MINUS	
S_STAR	
S_POWER	
S_SLASH	
S_LESS	
S_GREATER	
S_ASSIGN	
S_COMMA	
S_NEG	
S_88_n_	
S_89_USER_	
S_YYACCEPT	
S_input	
S_expression	
S_numero	
S_aritmetica	
S_logica	
S_relacional	
S_comando	
S_comandoIF	
S_comandoFOR	
S_function	
S_kernelFunction	
S_trigonFunction	
S_mathFunction	

Enumerator

S_probFunction	
S_userFunction	
S_listaparm	
S_atributo	
S_variavel	
S_formula	
S_atribuicao	
S_pluginFunction	

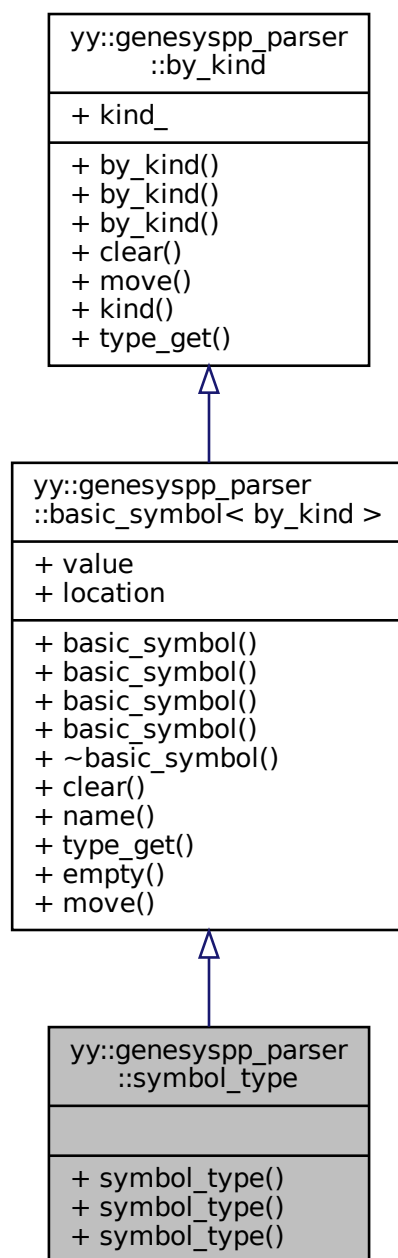
The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/[GenesysParser.h](#)

6.176 yy::genesyspp_parser::symbol_type Struct Reference

"External" symbols: returned by the scanner.

Inheritance diagram for `yy::genesyspp_parser::symbol_type`:



Public Types

- `typedef basic_symbol< by_kind > super_type`
Superclass.

Public Member Functions

- `symbol_type () YY_NOEXCEPT`

Empty symbol.

- [symbol_type](#) (int tok, const [location_type](#) &l)
- Constructor for valueless symbols, and symbols from each type.*
- [symbol_type](#) (int tok, const [obj_t](#) &v, const [location_type](#) &l)

Additional Inherited Members

6.176.1 Detailed Description

"External" symbols: returned by the scanner.

6.176.2 Member Typedef Documentation

6.176.2.1 super_type typedef [basic_symbol](#)<[by_kind](#)> [yy::genesyspp_parser::symbol_type::super_type](#)

Superclass.

6.176.3 Constructor & Destructor Documentation

6.176.3.1 symbol_type() [1/3] [yy::genesyspp_parser::symbol_type::symbol_type](#) ()

Empty symbol.

6.176.3.2 symbol_type() [2/3] [yy::genesyspp_parser::symbol_type::symbol_type](#) (
int tok,
const [location_type](#) & l)

Constructor for valueless symbols, and symbols from each type.

6.176.3.3 symbol_type() [3/3] [yy::genesyspp_parser::symbol_type::symbol_type](#) (
int tok,
const [obj_t](#) & v,
const [location_type](#) & l)

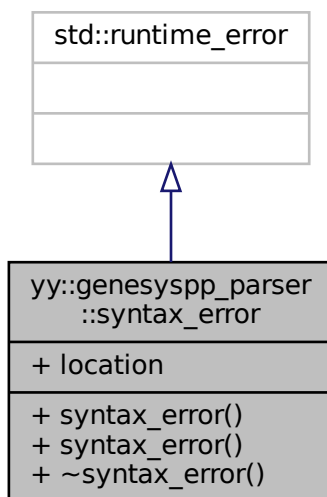
The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/[GenesysParser.h](#)

6.177 yy::genesyspp_parser::syntax_error Struct Reference

Syntax errors thrown from user actions.

Inheritance diagram for yy::genesyspp_parser::syntax_error:



Public Member Functions

- [syntax_error](#) (const [location_type](#) &l, const std::string &m)
- [syntax_error](#) (const [syntax_error](#) &s)
- [~syntax_error](#) () [YY_NOEXCEPT](#) [YY_NOTHROW](#)

Public Attributes

- [location_type](#) [location](#)

6.177.1 Detailed Description

Syntax errors thrown from user actions.

6.177.2 Constructor & Destructor Documentation

6.177.2.1 syntax_error() [1/2] `yy::genesyspp_parser::syntax_error::syntax_error (`
 const [location_type](#) & l,
 const std::string & m)

6.177.2.2 syntax_error() [2/2] `yy::genesyspp_parser::syntax_error::syntax_error (const syntax_error & s)`

6.177.2.3 ~syntax_error() `yy::genesyspp_parser::syntax_error::~~syntax_error ()`

6.177.3 Member Data Documentation

6.177.3.1 location `location_type yy::genesyspp_parser::syntax_error::location`

The documentation for this struct was generated from the following files:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/GenesysParser.h`
- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/GenesysParser.cpp`

6.178 HypothesisTester_if::TestResult Class Reference

Public Member Functions

- [TestResult](#) (double pvalue, bool [rejectH0](#), double [acceptanceInferiorLimit](#), double [acceptanceSuperiorLimit](#), double [testStat](#))
- bool [rejectH0](#) () const
- bool [acceptH0](#) () const
- double [pValue](#) () const
- double [testStat](#) () const
- double [acceptanceInferiorLimit](#) () const
- double [acceptanceSuperiorLimit](#) () const

6.178.1 Constructor & Destructor Documentation

6.178.1.1 TestResult() `HypothesisTester_if::TestResult::TestResult (double pvalue, bool rejectH0, double acceptanceInferiorLimit, double acceptanceSuperiorLimit, double testStat)`

6.178.2 Member Function Documentation

6.178.2.1 acceptanceInferiorLimit() `double HypothesisTester_if::TestResult::acceptanceInferiorLimit () const`

6.178.2.2 acceptanceSuperiorLimit() `double HypothesisTester_if::TestResult::acceptanceSuperiorLimit () const`

6.178.2.3 acceptH0() `bool HypothesisTester_if::TestResult::acceptH0 () const`

6.178.2.4 pValue() `double HypothesisTester_if::TestResult::pValue () const`

6.178.2.5 rejectH0() `bool HypothesisTester_if::TestResult::rejectH0 () const`

6.178.2.6 testStat() `double HypothesisTester_if::TestResult::testStat () const`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/HypothesisTester_if.h`

6.179 yy::genesyspp_parser::token Struct Reference

Token kinds.

Public Types

- enum [token_kind_type](#) {
YYEMPTY = -2, END = 0, YYerror = 256, YYUNDEF = 257,
NUMD = 258, NUMH = 259, CTEZERO = 260, oLE = 261,
oGE = 262, oEQ = 263, oNE = 264, oAND = 265,
oOR = 266, oNAND = 267, oXOR = 268, oNOT = 269,
fSIN = 270, fCOS = 271, fROUND = 272, fMOD = 273,
fTRUNC = 274, fFRAC = 275, fEXP = 276, fSQRT = 277,
fLOG = 278, fLN = 279, fVAL = 280, fEVAL = 281,
fLENG = 282, fRND1 = 283, fEXPO = 284, fNORM = 285,
fUNIF = 286, fWEIB = 287, fLOGN = 288, fGAMM = 289,
fERLA = 290, fTRIA = 291, fBETA = 292, fDISC = 293,
fTNOW = 294, fTFIN = 295, fMAXREP = 296, fNUMREP = 297,
fIDENT = 298, cIF = 299, cELSE = 300, cFOR = 301,
cTO = 302, cDO = 303, ATRIB = 304, CSTAT = 305,
fTAVG = 306, ILLEGAL = 307, RESOURCE = 308, fNR = 309,
fMR = 310, fIRF = 311, fRESSEIZES = 312, fSTATE = 313,
fSETSUM = 314, fRESUTIL = 315, QUEUE = 316, fNQ = 317,
fFIRSTINQ = 318, fLASTINQ = 319, fSAQUE = 320, fAQUE = 321,
fENTATRANK = 322, SET = 323, fNUMSET = 324, VARI = 325,
FORM = 326, fNUMGR = 327, fATRGR = 328, LPAREN = 329,
RPAREN = 330, LBRACKET = 331, RBRACKET = 332, PLUS = 333,
MINUS = 334, STAR = 335, POWER = 336, SLASH = 337,
LESS = 338, GREATER = 339, ASSIGN = 340, COMMA = 341,
NEG = 342 }
- typedef [token_kind_type](#) yytokentype
Backward compatibility alias (Bison 3.6).

6.179.1 Detailed Description

Token kinds.

6.179.2 Member Typedef Documentation

6.179.2.1 yytokentype typedef [token_kind_type](#) yy::genesyspp_parser::token::yytokentype

Backward compatibility alias (Bison 3.6).

6.179.3 Member Enumeration Documentation

Enumerator

6.179.3.1 token_kind_type enum [yy::genesyspp_parser::token::token_kind_type](#)

Enumerator

YYEMPTY	
END	
YError	
YYUNDEF	
NUMD	
NUMH	
CTEZERO	
oLE	
oGE	
oEQ	
oNE	
oAND	
oOR	
oNAND	
oXOR	
oNOT	
fSIN	
fCOS	
fROUND	
fMOD	
fTRUNC	
fFRAC	
fEXP	
fSQRT	
fLOG	
fLN	
fVAL	
fEVAL	
fLENG	
fRND1	
fEXPO	
fNORM	
fUNIF	
fWEIB	
fLOGN	
fGAMM	
fERLA	
fTRIA	
fBETA	
fDISC	
fTNOW	
fTFIN	
fMAXREP	
fNUMREP	
fIDENT	
cIF	

Enumerator

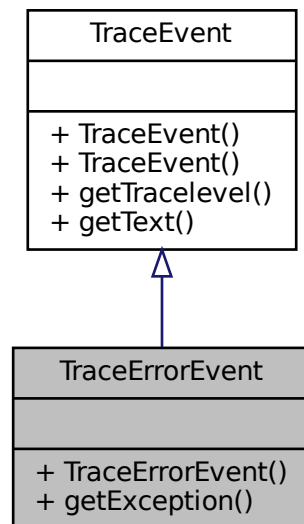
cELSE	
cFOR	
cTO	
cDO	
ATRIB	
CSTAT	
fTAVG	
ILLEGAL	
RESOURCE	
fNR	
fMR	
fIRF	
fRESSEIZES	
fSTATE	
fSETSUM	
fRESUTIL	
QUEUE	
fNQ	
fFIRSTINQ	
fLASTINQ	
fSAQUE	
fAQUE	
fENTATRANK	
SET	
fNUMSET	
VARI	
FORM	
fNUMGR	
fATRGR	
LPAREN	
RPAREN	
LBRACKET	
RBRACKET	
PLUS	
MINUS	
STAR	
POWER	
SLASH	
LESS	
GREATER	
ASSIGN	
COMMA	
NEG	

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/parser/[GenesysParser.h](#)

6.180 TraceErrorEvent Class Reference

Inheritance diagram for TraceErrorEvent:



Public Member Functions

- [TraceErrorEvent](#) (std::string text, std::exception e)
- std::exception [getException](#) () const

6.180.1 Constructor & Destructor Documentation

6.180.1.1 TraceErrorEvent() `TraceErrorEvent::TraceErrorEvent (std::string text, std::exception e)`

6.180.2 Member Function Documentation

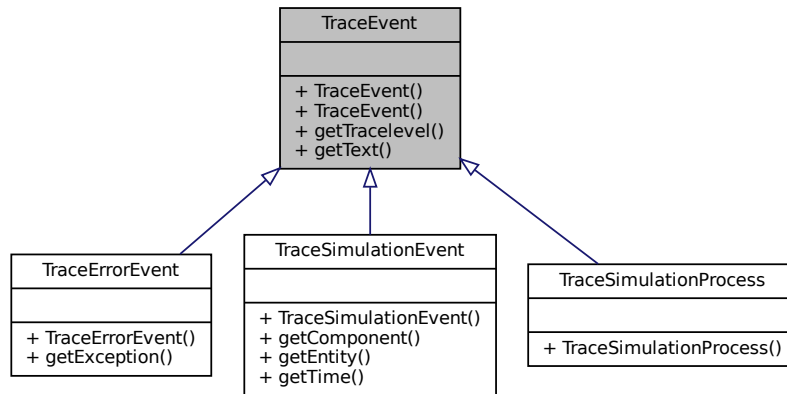
6.180.2.1 getException() `std::exception TraceErrorEvent::getException () const`

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[TraceManager.h](#)

6.181 TraceEvent Class Reference

Inheritance diagram for TraceEvent:



Public Member Functions

- [TraceEvent](#) ([Util::TraceLevel](#) level, `std::string` text)
- [TraceEvent](#) (`std::string` text, [Util::TraceLevel](#) level=[Util::TraceLevel::L8_detailed](#))
- [Util::TraceLevel](#) [getTracelevel](#) () const
- `std::string` [getText](#) () const

6.181.1 Constructor & Destructor Documentation

6.181.1.1 [TraceEvent\(\)](#) [1/2] `TraceEvent::TraceEvent (`
 [Util::TraceLevel](#) level,
 `std::string` text)

6.181.1.2 [TraceEvent\(\)](#) [2/2] `TraceEvent::TraceEvent (`
 `std::string` text,
 [Util::TraceLevel](#) level = [Util::TraceLevel::L8_detailed](#))

6.181.2 Member Function Documentation

6.181.2.1 [getText\(\)](#) `std::string` [TraceEvent::getText](#) () const

6.181.2.2 `getTracelevel()` `Util::TraceLevel` `TraceEvent::getTracelevel ()` `const`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/TraceManager.h`

6.182 TraceManager Class Reference

Public Member Functions

- `TraceManager` (`Simulator` *simulator)
- virtual `~TraceManager` ()=default
- void `addTraceHandler` (`traceListener` traceListener)
- void `addTraceReportHandler` (`traceListener` traceReportListener)
- void `addTraceSimulationHandler` (`traceSimulationListener` traceSimulationListener)
- void `addTraceErrorHandler` (`traceErrorListener` traceErrorListener)
- template<typename Class >
void `addTraceHandler` (Class *object, void(Class::*function)(`TraceEvent`))
- template<typename Class >
void `addTraceErrorHandler` (Class *object, void(Class::*function)(`TraceErrorEvent`))
- template<typename Class >
void `addTraceReportHandler` (Class *object, void(Class::*function)(`TraceEvent`))
- template<typename Class >
void `addTraceSimulationHandler` (Class *object, void(Class::*function)(`TraceSimulationEvent`))
- void `addTraceSimulationExceptionRuleModelData` (void *thisobject)
- void `trace` (`Util::TraceLevel` level, std::string text)
- void `traceError` (std::exception e, std::string text)
- void `traceError` (`Util::TraceLevel` level, std::string text)
- void `traceReport` (`Util::TraceLevel` level, std::string text)
- void `traceSimulation` (void *thisobject, `Util::TraceLevel` level, double time, `Entity` *entity, `ModelComponent` *component, std::string text)
- void `traceSimulation` (void *thisobject, `Util::TraceLevel` level, std::string text)
- void `trace` (std::string text, `Util::TraceLevel` level=`Util::TraceLevel::L8_detailed`)
- void `traceError` (std::string text, std::exception e)
- void `traceError` (std::string text, `Util::TraceLevel` level=`Util::TraceLevel::L1_errorFatal`)
- void `traceReport` (std::string text, `Util::TraceLevel` level=`Util::TraceLevel::L2_results`)
- void `traceSimulation` (void *thisobject, double time, `Entity` *entity, `ModelComponent` *component, std::string text, `Util::TraceLevel` level=`Util::TraceLevel::L8_detailed`)
- void `traceSimulation` (void *thisobject, std::string text, `Util::TraceLevel` level=`Util::TraceLevel::L8_detailed`)
- `List`< std::string > * `errorMessages` () `const`
- void `setTraceLevel` (`Util::TraceLevel` _traceLevel)
- `Util::TraceLevel` `getTraceLevel` () `const`
- `Simulator` * `getParentSimulator` () `const`
- void `setTraceSimulationRuleAllAllowed` (bool _traceSimulationRuleAllAllowed)
- bool `isTraceSimulationRuleAllAllowed` () `const`

6.182.1 Detailed Description

The `TraceManager` is used to trace back model simulation information and track/debug the simulation. It works as the model simulation output (cout) and allows external methods to hook up such output as listeners.

6.182.2 Constructor & Destructor Documentation

6.182.2.1 TraceManager() `TraceManager::TraceManager (Simulator * simulator)`

6.182.2.2 ~TraceManager() `virtual TraceManager::~~TraceManager () [virtual], [default]`

6.182.3 Member Function Documentation

6.182.3.1 addTraceErrorHandler() [1/2] `template<typename Class> void TraceManager::addTraceErrorHandler (Class * object, void(Class::*)(TraceErrorEvent) function)`

6.182.3.2 addTraceErrorHandler() [2/2] `void TraceManager::addTraceErrorHandler (traceErrorListener traceErrorListener)`

6.182.3.3 addTraceHandler() [1/2] `template<typename Class> void TraceManager::addTraceHandler (Class * object, void(Class::*)(TraceEvent) function)`

6.182.3.4 addTraceHandler() [2/2] `void TraceManager::addTraceHandler (traceListener traceListener)`

6.182.3.5 addTraceReportHandler() [1/2] `template<typename Class> void TraceManager::addTraceReportHandler (Class * object, void(Class::*)(TraceEvent) function)`

6.182.3.6 addTraceReportHandler() [2/2] void TraceManager::addTraceReportHandler (
 `traceListener` `traceReportListener`)

6.182.3.7 addTraceSimulationExceptionRuleModelData() void TraceManager::addTraceSimulation↳
ExceptionRuleModelData (
 void * *thisobject*)

6.182.3.8 addTraceSimulationHandler() [1/2] template<typename Class >
void TraceManager::addTraceSimulationHandler (
 Class * *object*,
 void(Class::*)(`TraceSimulationEvent`) *function*)

6.182.3.9 addTraceSimulationHandler() [2/2] void TraceManager::addTraceSimulationHandler (
 `traceSimulationListener` `traceSimulationListener`)

6.182.3.10 errorMessages() `List< std::string >` * TraceManager::errorMessages () const

6.182.3.11 getParentSimulator() `Simulator` * TraceManager::getParentSimulator () const

6.182.3.12 getTraceLevel() `Util::TraceLevel` TraceManager::getTraceLevel () const

6.182.3.13 isTraceSimulationRuleAllAllowed() bool TraceManager::isTraceSimulationRuleAllAllowed
() const

6.182.3.14 setTraceLevel() void TraceManager::setTraceLevel (
 `Util::TraceLevel` *_traceLevel*)

6.182.3.15 setTraceSimulationRuleAllAllowed() void TraceManager::setTraceSimulationRuleAllAllowed (bool _traceSimulationRuleAllAllowed)

6.182.3.16 trace() [1/2] void TraceManager::trace (std::string text, Util::TraceLevel level = Util::TraceLevel::L8_detailed)

6.182.3.17 trace() [2/2] void TraceManager::trace (Util::TraceLevel level, std::string text)

6.182.3.18 traceError() [1/4] void TraceManager::traceError (std::exception e, std::string text)

6.182.3.19 traceError() [2/4] void TraceManager::traceError (std::string text, std::exception e)

6.182.3.20 traceError() [3/4] void TraceManager::traceError (std::string text, Util::TraceLevel level = Util::TraceLevel::L1_errorFatal)

6.182.3.21 traceError() [4/4] void TraceManager::traceError (Util::TraceLevel level, std::string text)

6.182.3.22 traceReport() [1/2] void TraceManager::traceReport (std::string text, Util::TraceLevel level = Util::TraceLevel::L2_results)

6.182.3.23 traceReport() [2/2] void TraceManager::traceReport (
 Util::TraceLevel level,
 std::string text)

6.182.3.24 traceSimulation() [1/4] void TraceManager::traceSimulation (
 void * thisobject,
 double time,
 Entity * entity,
 ModelComponent * component,
 std::string text,
 Util::TraceLevel level = Util::TraceLevel::L8_detailed)

6.182.3.25 traceSimulation() [2/4] void TraceManager::traceSimulation (
 void * thisobject,
 std::string text,
 Util::TraceLevel level = Util::TraceLevel::L8_detailed)

6.182.3.26 traceSimulation() [3/4] void TraceManager::traceSimulation (
 void * thisobject,
 Util::TraceLevel level,
 double time,
 Entity * entity,
 ModelComponent * component,
 std::string text)

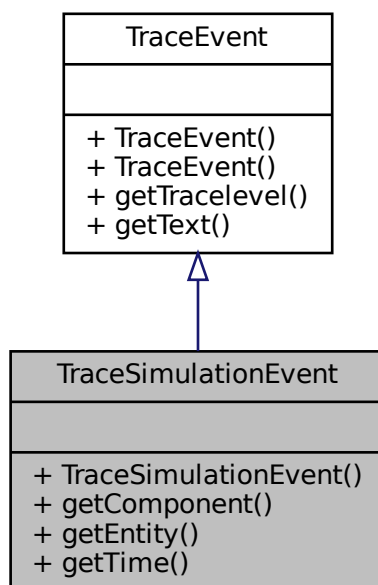
6.182.3.27 traceSimulation() [4/4] void TraceManager::traceSimulation (
 void * thisobject,
 Util::TraceLevel level,
 std::string text)

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[TraceManager.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/[TraceManager.cpp](#)

6.183 TraceSimulationEvent Class Reference

Inheritance diagram for TraceSimulationEvent:



Public Member Functions

- `TraceSimulationEvent` (`Util::TraceLevel` level, double time, `Entity` *entity, `ModelComponent` *component, std::string text)
- `ModelComponent` * `getComponent` () const
- `Entity` * `getEntity` () const
- double `getTime` () const

6.183.1 Constructor & Destructor Documentation

6.183.1.1 TraceSimulationEvent() `TraceSimulationEvent::TraceSimulationEvent (`
`Util::TraceLevel level,`
`double time,`
`Entity * entity,`
`ModelComponent * component,`
`std::string text)`

6.183.2 Member Function Documentation

6.183.2.1 `getComponent()` `ModelComponent* TraceSimulationEvent::getComponent () const`

6.183.2.2 `getEntity()` `Entity* TraceSimulationEvent::getEntity () const`

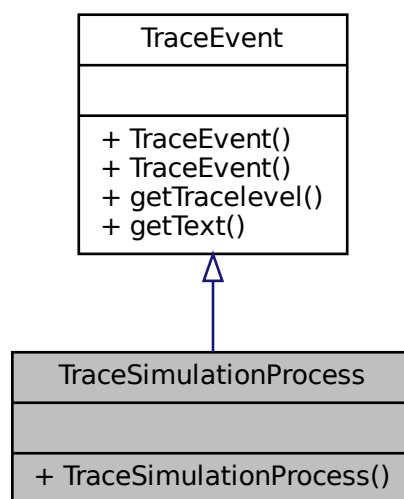
6.183.2.3 `getTime()` `double TraceSimulationEvent::getTime () const`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/TraceManager.h`

6.184 TraceSimulationProcess Class Reference

Inheritance diagram for TraceSimulationProcess:



Public Member Functions

- `TraceSimulationProcess` (`std::string text`, `Util::TraceLevel level=Util::TraceLevel::L8_detailed`)

6.184.1 Detailed Description

Events related to simulation "process" (usually process analyser), associated to entire replication or simulation events (begin/end/pause of replication/simulation) @TODO: CLASS NOT FULLY IMPLEMENTED (to be implemented for process analyser)

6.184.2 Constructor & Destructor Documentation

6.184.2.1 TraceSimulationProcess() `TraceSimulationProcess::TraceSimulationProcess (std::string text, Util::TraceLevel level = Util::TraceLevel::L8_detailed)`

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/TraceManager.h`

6.185 Traits< T > Struct Template Reference

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/GenesysShell/TraitsTerminalApplications.h`

6.186 Traits< GenesysApplication_if > Struct Reference

Public Types

- typedef `Smart_Delay Application`

Static Public Attributes

- static const `Util::TraceLevel traceLevel = Util::TraceLevel::L6_arrival`

6.186.1 Detailed Description

Configure the Genesys Application to be compiled and executed

6.186.2 Member Typedef Documentation

6.186.2.1 Application `typedef Smart_Delay Traits< GenesysApplication_if >::Application`

6.186.3 Member Data Documentation

6.186.3.1 traceLevel `const Util::TraceLevel Traits< GenesysApplication_if >::traceLevel = Util::TraceLevel::L6_arrival [static]`

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/GenesysShell/TraitsTerminalApplications.h](#)

6.187 TraitsApp< T > Struct Template Reference

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/TraitsApp.h](#)

6.188 TraitsApp< GenesysApplication_if > Struct Reference

Public Types

- typedef [Smart_Dummy Application](#)

Static Public Attributes

- static const [Util::TraceLevel traceLevel](#) = [Util::TraceLevel::L6_arrival](#)

6.188.1 Detailed Description

Configure the Genesys Application to be compiled and executed

6.188.2 Member Typedef Documentation

6.188.2.1 Application `typedef Smart_Dummy TraitsApp< GenesysApplication_if >::Application`

6.188.3 Member Data Documentation

6.188.3.1 traceLevel `const Util::TraceLevel TraitsApp< GenesysApplication_if >::traceLevel = Util::TraceLevel::L6_arrival [static]`

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/TraitsApp.h](#)

6.189 TraitsKernel< T > Struct Template Reference

Static Public Attributes

- static const [Util::TraceLevel](#) `traceLevel` = [Util::TraceLevel::L2_results](#)

6.189.1 Member Data Documentation

6.189.1.1 traceLevel `template<typename T >`

`const Util::TraceLevel TraitsKernel< T >::traceLevel = Util::TraceLevel::L2_results [static]`

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/TraitsKernel.h](#)

6.190 TraitsKernel< Collector_if > Struct Reference

Public Types

- typedef [CollectorDatafileDefaultImpl1](#) `Implementation`
- typedef double [DataType](#)

6.190.1 Member Typedef Documentation

6.190.1.1 DataType `typedef double TraitsKernel< Collector_if >::DataType`

6.190.1.2 Implementation `typedef CollectorDatafileDefaultImpl1 TraitsKernel< Collector_if >::Implementation`

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/TraitsKernel.h](#)

6.191 TraitsKernel< Model > Struct Reference

Public Types

- typedef [StatisticsDefaultImpl1](#) `StatisticsCollector_StatisticsImplementation`
- typedef [CollectorDefaultImpl1](#) `StatisticsCollector_CollectorImplementation`

Static Public Attributes

- static constexpr bool [automaticallyCreatesModelDatas](#) = true
- static const [Util::TraceLevel](#) traceLevel = [Util::TraceLevel::L5_event](#)

6.191.1 Member Typedef Documentation

6.191.1.1 StatisticsCollector_CollectorImplementation typedef [CollectorDefaultImpl1](#) [TraitsKernel](#)<
[Model](#) >::[StatisticsCollector_CollectorImplementation](#)

6.191.1.2 StatisticsCollector_StatisticsImplementation typedef [StatisticsDefaultImpl1](#) [TraitsKernel](#)<
[Model](#) >::[StatisticsCollector_StatisticsImplementation](#)

6.191.2 Member Data Documentation

6.191.2.1 automaticallyCreatesModelDatas constexpr bool [TraitsKernel](#)< [Model](#) >::[automaticallyCreatesModelDatas](#) = true [static], [constexpr]

6.191.2.2 traceLevel const [Util::TraceLevel](#) [TraitsKernel](#)< [Model](#) >::[traceLevel](#) = [Util::TraceLevel::L5_event](#) [static]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/[TraitsKernel.h](#)

6.192 TraitsKernel< ModelChecker_if > Struct Reference

Public Types

- typedef [ModelCheckerDefaultImpl1](#) [Implementation](#)

Static Public Attributes

- static const [Util::TraceLevel](#) traceLevel = [Util::TraceLevel::L2_results](#)

6.192.1 Member Typedef Documentation

6.192.1.1 Implementation typedef `ModelCheckerDefaultImpl1 TraitsKernel< ModelChecker_if >`↔
`::Implementation`

6.192.2 Member Data Documentation

6.192.2.1 traceLevel const `Util::TraceLevel TraitsKernel< ModelChecker_if >::traceLevel` =
`Util::TraceLevel::L2_results` [static]

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-`↔
`Simulator/source/kernel/TraitsKernel.h`

6.193 TraitsKernel< ModelComponent > Struct Reference

Static Public Attributes

- static constexpr bool `reportStatistics` = true
- static const `Util::TraceLevel traceLevel` = `Util::TraceLevel::L2_results`

6.193.1 Member Data Documentation

6.193.1.1 reportStatistics constexpr bool `TraitsKernel< ModelComponent >::reportStatistics` =
true [static], [constexpr]

6.193.1.2 traceLevel const `Util::TraceLevel TraitsKernel< ModelComponent >::traceLevel` = `Util::TraceLevel::L2_`
[static]

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-`↔
`Simulator/source/kernel/TraitsKernel.h`

6.194 TraitsKernel< ModelDataDefinition > Struct Reference

Static Public Attributes

- static constexpr bool [reportStatistics](#) = true
- static const [Util::TraceLevel](#) [traceLevel](#) = [Util::TraceLevel::L2_results](#)

6.194.1 Member Data Documentation

6.194.1.1 reportStatistics constexpr bool [TraitsKernel< ModelDataDefinition >::reportStatistics](#) = true [static], [constexpr]

6.194.1.2 traceLevel const [Util::TraceLevel](#) [TraitsKernel< ModelDataDefinition >::traceLevel](#) = [Util::TraceLevel::L2_results](#) [static]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/[TraitsKernel.h](#)

6.195 TraitsKernel< ModelPersistence_if > Struct Reference

Public Types

- typedef [ModelPersistenceDefaultImpl1](#) [Implementation](#)

Static Public Attributes

- static const [Util::TraceLevel](#) [traceLevel](#) = [Util::TraceLevel::L2_results](#)

6.195.1 Member Typedef Documentation

6.195.1.1 Implementation typedef [ModelPersistenceDefaultImpl1](#) [TraitsKernel< ModelPersistence_if >::Implementation](#)

6.195.2 Member Data Documentation

6.195.2.1 traceLevel `const Util::TraceLevel TraitsKernel< ModelPersistence_if >::traceLevel = Util::TraceLevel::L2_results [static]`

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/TraitsKernel.h

6.196 TraitsKernel< Parser_if > Struct Reference

Public Types

- typedef [ParserDefaultImpl2 Implementation](#)

6.196.1 Member Typedef Documentation

6.196.1.1 Implementation `typedef ParserDefaultImpl2 TraitsKernel< Parser_if >::Implementation`

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔ Simulator/source/kernel/TraitsKernel.h

6.197 TraitsKernel< PluginConnector_if > Struct Reference

Public Types

- typedef [PluginConnectorDummyImpl1 Implementation](#)

Static Public Attributes

- static const [Util::TraceLevel traceLevel](#) = [Util::TraceLevel::L4_warning](#)

6.197.1 Member Typedef Documentation

6.197.1.1 Implementation `typedef PluginConnectorDummyImpl1 TraitsKernel< PluginConnector_if >::Implementation`

6.197.2 Member Data Documentation

6.197.2.1 traceLevel `const Util::TraceLevel TraitsKernel< PluginConnector_if >::traceLevel = Util::TraceLevel::L4_warning [static]`

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/[TraitsKernel.h](#)

6.198 TraitsKernel< Sampler_if > Struct Reference

Public Types

- typedef [SamplerDefaultImpl1 Implementation](#)
- typedef [SamplerDefaultImpl1::DefaultImpl1RNG_Parameters Parameters](#)

6.198.1 Member Typedef Documentation

6.198.1.1 Implementation `typedef SamplerDefaultImpl1 TraitsKernel< Sampler_if >::Implementation`

6.198.1.2 Parameters `typedef SamplerDefaultImpl1::DefaultImpl1RNG_Parameters TraitsKernel< Sampler_if >::Parameters`

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/kernel/[TraitsKernel.h](#)

6.199 TraitsKernel< SimulationReporter_if > Struct Reference

Public Types

- typedef [SimulationReporterDefaultImpl1 Implementation](#)
- typedef [Counter CounterImplementation](#)

Static Public Attributes

- static constexpr bool [showSimulationResponses](#) = false
- static const [Util::TraceLevel traceLevel](#) = [Util::TraceLevel::L2_results](#)

6.199.1 Member Typedef Documentation

6.199.1.1 CounterImplementation typedef Counter TraitsKernel< SimulationReporter_if >::CounterImplementation

6.199.1.2 Implementation typedef SimulationReporterDefaultImpl1 TraitsKernel< SimulationReporter_if >::Implementation

6.199.2 Member Data Documentation

6.199.2.1 showSimulationResponses constexpr bool TraitsKernel< SimulationReporter_if >↔
::showSimulationResponses = false [static], [constexpr]

6.199.2.2 traceLevel const Util::TraceLevel TraitsKernel< SimulationReporter_if >::traceLevel
= Util::TraceLevel::L2_results [static]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↔
Simulator/source/kernel/TraitsKernel.h

6.200 TraitsKernel< Statistics_if > Struct Reference

Public Types

- typedef double DataType

Static Public Attributes

- static constexpr double SignificanceLevel = 0.05

6.200.1 Member Typedef Documentation

6.200.1.1 DataType typedef double TraitsKernel< Statistics_if >::DataType

6.200.2 Member Data Documentation

6.200.2.1 SignificanceLevel constexpr double TraitsKernel< Statistics_if >::SignificanceLevel = 0.05 [static], [constexpr]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/TraitsKernel.h

6.201 TraitsKernel< StatisticsDatafile_if > Struct Reference

Public Types

- typedef StatisticsDatafileDefaultImpl1 Implementation
- typedef CollectorDatafileDefaultImpl1 CollectorImplementation

Static Public Attributes

- static constexpr double SignificanceLevel = 0.05

6.201.1 Member Typedef Documentation

6.201.1.1 CollectorImplementation typedef CollectorDatafileDefaultImpl1 TraitsKernel< StatisticsDatafile_if >::CollectorImplementation

6.201.1.2 Implementation typedef StatisticsDatafileDefaultImpl1 TraitsKernel< StatisticsDatafile_if >::Implementation

6.201.2 Member Data Documentation

6.201.2.1 SignificanceLevel constexpr double TraitsKernel< StatisticsDatafile_if >::SignificanceLevel = 0.05 [static], [constexpr]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/TraitsKernel.h

6.202 TraitsTools< T > Struct Template Reference

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/TraitsTools.h](#)

6.203 TraitsTools< Fitter_if > Struct Reference

Public Types

- typedef [FitterDummyImpl](#) Implementation

6.203.1 Detailed Description

Configure the Fitter to be used

6.203.2 Member Typedef Documentation

6.203.2.1 Implementation

```
typedef FitterDummyImpl TraitsTools< Fitter\_if >::Implementation
```

The documentation for this struct was generated from the following file:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/TraitsTools.h](#)

6.204 TraitsTools< HypothesisTester_if > Struct Reference

Public Types

- typedef [HypothesisTesterDefaultImpl1](#) Implementation

Static Public Attributes

- static constexpr unsigned int [ConfidenceLevel](#) = 95

6.204.1 Detailed Description

Configure the Hypothesis Tester to be used

6.204.2 Member Typedef Documentation

6.204.2.1 Implementation typedef [HypothesisTesterDefaultImpl1](#) TraitsTools< [HypothesisTester_if](#)>::Implementation

6.204.3 Member Data Documentation

6.204.3.1 ConfidenceLevel constexpr unsigned int [TraitsTools](#)< [HypothesisTester_if](#)>::ConfidenceLevel = 95 [static], [constexpr]

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/[TraitsTools.h](#)

6.205 TraitsTools< Solver_if > Struct Reference

Public Types

- typedef [SolverDefaultImpl1](#) Implementation

Static Public Attributes

- static constexpr double [Precision](#) = 1e-5
- static constexpr unsigned int [MaxSteps](#) = 1e2

6.205.1 Detailed Description

Configure the Solver to be used

6.205.2 Member Typedef Documentation

6.205.2.1 Implementation typedef [SolverDefaultImpl1](#) TraitsTools< [Solver_if](#)>::Implementation

6.205.3 Member Data Documentation

6.205.3.1 MaxSteps `constexpr unsigned int TraitsTools< Solver_if >::MaxSteps = 1e2 [static],
[constexpr]`

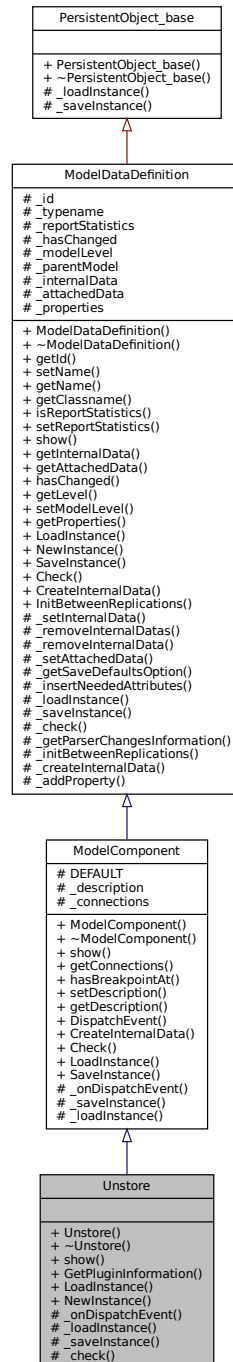
6.205.3.2 Precision `constexpr double TraitsTools< Solver_if >::Precision = 1e-5 [static],
[constexpr]`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/tools/TraitsTools.h`

6.206 Unstore Class Reference

Inheritance diagram for Unstore:



Public Member Functions

- [Unstore](#) ([Model](#) *model, std::string name="")
- virtual [~Unstore](#) ()=default
- virtual std::string [show](#) ()

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.206.1 Detailed Description

[Unstore](#) module DESCRIPTION The [Unstore](#) module removes an entity from storage. When an entity arrives at the [Unstore](#) module, the storage specified is decreased and the entity immediately moves to the next module in the model. TYPICAL USES Removing the entity from an animation location when processing is complete Tracking the number of customers within a grocery store (unstore upon exit) PROMPTS Prompt Description Name Unique module identifier displayed on the module shape. Type Method of specifying the storage name as a [Storage](#), [Set](#), [Attribute](#), or Expression. Default will remove an entity from the last storage that it entered. [Storage](#) Name Name of the storage to which the entity will be added. Applies only when the Type is [Storage](#). [Set](#) Name Name of the storage set from which the storage is to be selected. Applies only when the Type is [Set](#). [Set](#) Index Index into the defined storage set that contains the desired storage name. Applies only when the Type is [Set](#). [Attribute](#) Name of the attribute whose value contains the storage. Applies only when the Type is [Attribute](#). Expression Expression that is evaluated to the storage into which the entity is placed. Applies only when the Type is Expression.

6.206.2 Constructor & Destructor Documentation

6.206.2.1 [Unstore\(\)](#) `Unstore::Unstore (`
 [Model](#) * model,
 std::string name = "")

6.206.2.2 [~Unstore\(\)](#) `virtual Unstore::~Unstore () [virtual], [default]`

6.206.3 Member Function Documentation

6.206.3.1 `_check()` `bool Unstore::_check (`
 `std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.206.3.2 `_loadInstance()` `bool Unstore::_loadInstance (`
 `std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.206.3.3 `_onDispatchEvent()` `void Unstore::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.206.3.4 `_saveInstance()` `std::map< std::string, std::string > * Unstore::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.206.3.5 `GetPluginInformation()` `PluginInformation * Unstore::GetPluginInformation () [static]`

6.206.3.6 `LoadInstance()` `ModelComponent * Unstore::LoadInstance (`
 `Model * model,`
 `std::map< std::string, std::string > * fields) [static]`

6.206.3.7 `NewInstance()` `ModelDataDefinition * Unstore::NewInstance (`
 `Model * model,`
 `std::string name = "") [static]`

6.206.3.8 show() `std::string Unstore::show () [virtual]`

Reimplemented from [ModelComponent](#).

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Unstore.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Unstore.cpp](#)

6.207 Util Class Reference

Public Types

- enum class [TimeUnit](#) : int {
[picosecond](#) = 1 , [nanosecond](#) = 2 , [microsecond](#) = 3 , [milisecond](#) = 4 ,
[second](#) = 5 , [minute](#) = 6 , [hour](#) = 7 , [day](#) = 8 ,
[week](#) = 9 }
- enum class [TraceLevel](#) : int {
[L0_noTraces](#) = 0 , [L1_errorFatal](#) = 1 , [L2_results](#) = 2 , [L3_errorRecover](#) = 3 ,
[L4_warning](#) = 4 , [L5_event](#) = 5 , [L6_arrival](#) = 6 , [L7_internal](#) = 7 ,
[L8_detailed](#) = 8 , [L9_mostDetailed](#) = 9 }
- typedef unsigned long [identification](#)
- typedef unsigned int [rank](#)

Static Public Member Functions

- static void [SetIndent](#) (const unsigned short indent)
- static void [IncIndent](#) ()
- static void [DecIndent](#) ()
- static void [SepKeyVal](#) (std::string str, std::string *key, std::string *value)
- static std::string [Indent](#) ()
- static std::string [SetW](#) (std::string text, unsigned short width)
- static std::string [StrTimeUnitShort](#) ([Util::TimeUnit](#) timeUnit)
- static std::string [StrTimeUnitLong](#) ([Util::TimeUnit](#) timeUnit)
- static [Util::identification](#) [GenerateNewId](#) ()
- static [Util::identification](#) [GenerateNewIdOfType](#) (std::string objtype)
- static [Util::identification](#) [GetLastIdOfType](#) (std::string objtype)
- static void [ResetIdOfType](#) (std::string objtype)
- static void [ResetAllIds](#) ()
- static double [TimeUnitConvert](#) ([Util::TimeUnit](#) timeUnit1, [Util::TimeUnit](#) timeUnit2)
- template<class T >
static std::string [TypeOf](#) ()
- template<class T >
static [Util::identification](#) [GenerateNewIdOfType](#) ()

6.207.1 Member Typedef Documentation

6.207.1.1 identification typedef unsigned long [Util::identification](#)

6.207.1.2 rank typedef unsigned int [Util::rank](#)

6.207.2 Member Enumeration Documentation

6.207.2.1 TimeUnit enum [Util::TimeUnit](#) : int [strong]

Enumerator

picosecond	
nanosecond	
microsecond	
milisecond	
second	
minute	
hour	
day	
week	

6.207.2.2 TraceLevel enum [Util::TraceLevel](#) : int [strong]

Enumerator

L0_noTraces	
L1_errorFatal	
L2_results	
L3_errorRecover	
L4_warning	
L5_event	
L6_arrival	
L7_internal	
L8_detailed	
L9_mostDetailed	

6.207.3 Member Function Documentation

6.207.3.1 DecIndent() `void Util::DecIndent () [static]`

6.207.3.2 GenerateNewId() `Util::identification Util::GenerateNewId () [static]`

6.207.3.3 GenerateNewIdOfType() `[1/2] template<class T >
static Util::identification Util::GenerateNewIdOfType () [static]`

Every component or modeldatum has a unique ID for its class, but not unique for other classes. IDs are generated sequentially for each class.

6.207.3.4 GenerateNewIdOfType() `[2/2] Util::identification Util::GenerateNewIdOfType (
std::string objtype) [static]`

6.207.3.5 GetLastIdOfType() `Util::identification Util::GetLastIdOfType (
std::string objtype) [static]`

6.207.3.6 IncIndent() `void Util::IncIndent () [static]`

6.207.3.7 Indent() `std::string Util::Indent () [static]`

6.207.3.8 ResetAllIds() `void Util::ResetAllIds () [static]`

6.207.3.9 ResetIdOfType() `void Util::ResetIdOfType (
std::string objtype) [static]`

6.207.3.10 SepKeyVal() `void Util::SepKeyVal (
std::string str,
std::string * key,
std::string * value) [static]`

6.207.3.11 SetIndent() `void Util::SetIndent (`
`const unsigned short indent) [static]`

6.207.3.12 SetW() `std::string Util::SetW (`
`std::string text,`
`unsigned short width) [static]`

6.207.3.13 StrTimeUnitLong() `std::string Util::StrTimeUnitLong (`
`Util::TimeUnit timeUnit) [static]`

6.207.3.14 StrTimeUnitShort() `std::string Util::StrTimeUnitShort (`
`Util::TimeUnit timeUnit) [static]`

6.207.3.15 TimeUnitConvert() `double Util::TimeUnitConvert (`
`Util::TimeUnit timeUnit1,`
`Util::TimeUnit timeUnit2) [static]`

6.207.3.16 TypeOf() `template<class T >`
`static std::string Util::TypeOf () [static]`

Return the name of the class used as T.

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/util/Util.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/util/Util.cpp](#)

6.208 yy::genesyspp_parser::value_type Class Reference

Public Types

- typedef [value_type](#) [self_type](#)
*Type of *this.*

Public Member Functions

- [value_type](#) () [YY_NOEXCEPT](#)
Empty construction.
- [template<typename T >](#)
[value_type](#) ([YY_RVREF](#)(T) t)
Construct and fill.
- [~value_type](#) () [YY_NOEXCEPT](#)
Destruction, allowed only if empty.
- [template<typename T >](#)
T & [emplace](#) ()
Instantiate an empty T in here.
- [template<typename T >](#)
T & [emplace](#) (const T &t)
Instantiate a T in here from t.
- [template<typename T >](#)
T & [build](#) ()
- [template<typename T >](#)
T & [build](#) (const T &t)
- [template<typename T >](#)
T & [as](#) () [YY_NOEXCEPT](#)
Accessor to a built T.
- [template<typename T >](#)
const T & [as](#) () const [YY_NOEXCEPT](#)
Const accessor to a built T (for printer).
- [template<typename T >](#)
void [swap](#) ([self_type](#) &that) [YY_NOEXCEPT](#)
- [template<typename T >](#)
void [move](#) ([self_type](#) &that)
- [template<typename T >](#)
void [copy](#) (const [self_type](#) &that)
Copy the content of that to this.
- [template<typename T >](#)
void [destroy](#) ()
Destroy the stored T.

6.208.1 Detailed Description

A buffer to store and retrieve objects.

Sort of a variant, but does not keep track of the nature of the stored data, since that knowledge is available via the current parser state.

6.208.2 Member Typedef Documentation

6.208.2.1 self_type `typedef value_type yy::genesyspp_parser::value_type::self_type`

Type of *this.

6.208.3 Constructor & Destructor Documentation

6.208.3.1 value_type() [1/2] `yy::genesyspp_parser::value_type::value_type ()`

Empty construction.

6.208.3.2 value_type() [2/2] `template<typename T >
yy::genesyspp_parser::value_type::value_type (
 YY_RVREF (T) t)`

Construct and fill.

6.208.3.3 ~value_type() `yy::genesyspp_parser::value_type::~~value_type ()`

Destruction, allowed only if empty.

6.208.4 Member Function Documentation

6.208.4.1 as() [1/2] `template<typename T >
const T& yy::genesyspp_parser::value_type::as () const`

Const accessor to a built *T* (for printer).

6.208.4.2 as() [2/2] `template<typename T >
T& yy::genesyspp_parser::value_type::as ()`

Accessor to a built *T*.

6.208.4.3 build() [1/2] `template<typename T >
T& yy::genesyspp_parser::value_type::build ()`

Instantiate an empty *T* in here. Obsolete, use `emplace`.

6.208.4.4 build() [2/2] `template<typename T >`
`T& yy::genesyspp_parser::value_type::build (`
`const T & t)`

Instantiate a *T* in here from *t*. Obsolete, use `emplace`.

6.208.4.5 copy() `template<typename T >`
`void yy::genesyspp_parser::value_type::copy (`
`const self_type & that)`

Copy the content of *that* to this.

6.208.4.6 destroy() `template<typename T >`
`void yy::genesyspp_parser::value_type::destroy ()`

Destroy the stored *T*.

6.208.4.7 emplace() [1/2] `template<typename T >`
`T& yy::genesyspp_parser::value_type::emplace ()`

Instantiate an empty *T* in here.

6.208.4.8 emplace() [2/2] `template<typename T >`
`T& yy::genesyspp_parser::value_type::emplace (`
`const T & t)`

Instantiate a *T* in here from *t*.

6.208.4.9 move() `template<typename T >`
`void yy::genesyspp_parser::value_type::move (`
`self_type & that)`

Move the content of *that* to this.

Destroys *that*.

6.208.4.10 swap() `template<typename T >`
`void yy::genesyspp_parser::value_type::swap (`
`self_type & that)`

Swap the content with *that*, of same type.

Both variants must be built beforehand, because swapping the actual data requires reading it (with `as()`), and this is not possible on unconstructed variants: it would require some dynamic testing, which should not be the variant's responsibility. Swapping between built and (possibly) non-built is done with `self_type::move()`.

6.208.5 Member Data Documentation

6.208.5.1 yyalign_me_ long double yy::genesyspp_parser::value_type::yyalign_me_

Strongest alignment constraints.

6.208.5.2 yyraw_ char yy::genesyspp_parser::value_type::yyraw_[size]

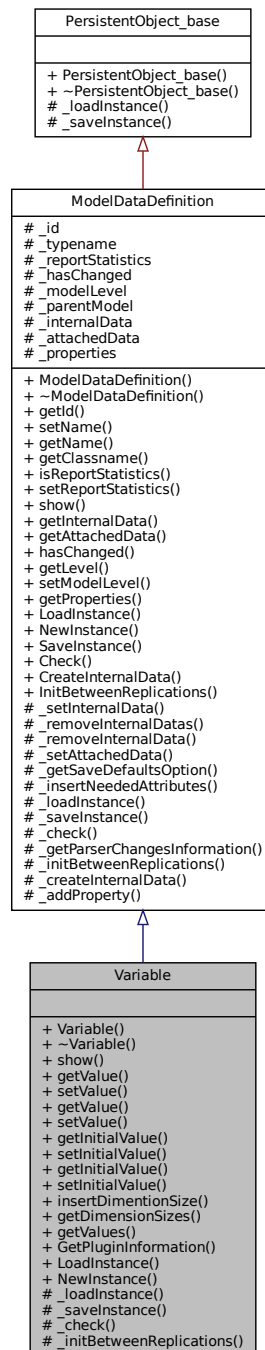
A buffer large enough to store any of the semantic values.

The documentation for this class was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/[GenesysParser.h](#)

6.209 Variable Class Reference

Inheritance diagram for Variable:



Public Member Functions

- [Variable](#) ([Model](#) *model, std::string name="")
- virtual [~Variable](#) ()=default
- virtual std::string [show](#) ()

- double [getValue](#) ()
- void [setValue](#) (double value)
- double [getValue](#) (std::string index)
- void [setValue](#) (std::string index, double value)
- double [getInitialValue](#) ()
- void [setInitialValue](#) (double value)
- double [getInitialValue](#) (std::string index)
- void [setInitialValue](#) (std::string index, double value)
- void [insertDimentionSize](#) (unsigned int size)
- std::list< unsigned int > * [getDimensionSizes](#) () const
- std::map< std::string, double > * [getValues](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelDataDefinition](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)
- virtual void [_initBetweenReplications](#) ()

Additional Inherited Members

6.209.1 Detailed Description

[Variable](#) module DESCRIPTION This data module is used to define a variable's dimension and values. You can reference variables in other modules (for example, the [Decide](#) module), reassign new values to variables with the [Assign](#) module, and use variables in any expression. You can use an external data file to specify variable values, and you can specify the variable's initial values in the [Variable](#) module. If you use both methods, the values are read at different times, depending on the options you specify, including the [File](#) Read Time, the Clear Option, and the replication parameters you specify in the Run Setup dialog box. For more information, see the online Help. There are three methods for manually editing the Initial Values of a [Variable](#) module: Using the standard spreadsheet interface. In the module spreadsheet, right-click on the Initial Values cell and select the Edit via spreadsheet menu item. The values for two-dimensional arrays should be entered one column at a time. Array elements not explicitly assigned are assumed to have the last entered value. Using the module dialog box. In the module spreadsheet, right-click on any cell and select the Edit via dialog menu item. The values for two-dimensional arrays should be entered one column at a time. Array elements not explicitly assigned are assumed to have the last entered value. Using the two-dimensional (2-D) spreadsheet interface. In the module spreadsheet, click on the Initial Values cell.

TYPICAL USES Number of documents processed per hour Serial number to assign to parts for unique identification Space available in a facility PROMPTS Prompt Description Name The unique name of the variable being defined. Rows Number of rows in a one- or two-dimensional variable. Columns Number of columns in a two-dimensional variable. Report Statistics Check box for determining whether or not statistics will be collected. This field is visible when the rows and columns are not specified (that is, for single variables). Data Type The data type of the values stored in the variable. Valid types are Real and String. The default type is Real. Clear Option Defines the time (if at all) when the value(s) of the variable is reset to the initial value(s) specified. Specifying Statistics resets this variable to its initial value(s) whenever statistics are cleared. Specifying System resets this variable to its initial value(s) whenever the system is cleared. Specifying None indicates that this variable is never reset to its initial value(s), except prior to the first replication. [File](#) Name Name of the file from which to read the variable's value or values. You can use any file access type supported by Arena except sequential text files and Lotus spreadsheet (.wks) files. If

the file name you specify has not been created yet, Arena will create it, but you must edit the file to specify the file access type, path, and recordset (if required). Recordset Name of the recordset in the specified file from which to read values. This field is available only if you specify a [File](#) Name for a file that has been set up with a file access type, path, and recordset. Arena uses the Rows and Columns properties to determine the amount of data to read from the recordset. A recordset is required for all file types except .xml. The recordset size must be equal to or greater than the number of rows and columns specified for the variable. [File](#) Read Time Specifies when to read the values from the file into the variable. If you select PreCheck, the values for the variable are read while the model is still in Edit mode (prior to the model being checked and compiled). If you select BeginSimulation, values are read when the model is compiled, prior to the first replication. If you select BeginReplication, values are read prior to each replication. Initial Values Lists the initial value or values of the variable. You can assign new values to the variable at different stages of the model by using the [Assign](#) module. Initial Value [Variable](#) value at the start of the simulation.

6.209.2 Constructor & Destructor Documentation

6.209.2.1 Variable() `Variable::Variable (
 Model * model,
 std::string name = "")`

6.209.2.2 ~Variable() `virtual Variable::~~Variable () [virtual], [default]`

6.209.3 Member Function Documentation

6.209.3.1 _check() `bool Variable::_check (
 std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.209.3.2 _initBetweenReplications() `void Variable::_initBetweenReplications () [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.209.3.3 _loadInstance() `bool Variable::_loadInstance (
 std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.209.3.4 `_saveInstance()` `std::map< std::string, std::string > * Variable::_saveInstance (`
`bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.209.3.5 `getDimensionSizes()` `std::list< unsigned int > * Variable::getDimensionSizes ()`
`const`

6.209.3.6 `getInitialValue()` `[1/2] double Variable::getInitialValue ()`

6.209.3.7 `getInitialValue()` `[2/2] double Variable::getInitialValue (`
`std::string index)`

6.209.3.8 `GetPluginInformation()` `PluginInformation * Variable::GetPluginInformation () [static]`

6.209.3.9 `getValue()` `[1/2] double Variable::getValue ()`

6.209.3.10 `getValue()` `[2/2] double Variable::getValue (`
`std::string index)`

6.209.3.11 `getValues()` `std::map< std::string, double > * Variable::getValues () const`

6.209.3.12 `insertDimentionSize()` `void Variable::insertDimentionSize (`
`unsigned int size)`

6.209.3.13 `LoadInstance()` `ModelDataDefinition * Variable::LoadInstance (`
`Model * model,`
`std::map< std::string, std::string > * fields) [static]`

6.209.3.14 NewInstance() [ModelDataDefinition](#) * Variable::NewInstance (
 [Model](#) * model,
 std::string name = "") [static]

6.209.3.15 setInitialValue() [1/2] void Variable::setInitialValue (
 double value)

6.209.3.16 setInitialValue() [2/2] void Variable::setInitialValue (
 std::string index,
 double value)

6.209.3.17 setValue() [1/2] void Variable::setValue (
 double value)

6.209.3.18 setValue() [2/2] void Variable::setValue (
 std::string index,
 double value)

6.209.3.19 show() std::string Variable::show () [virtual]

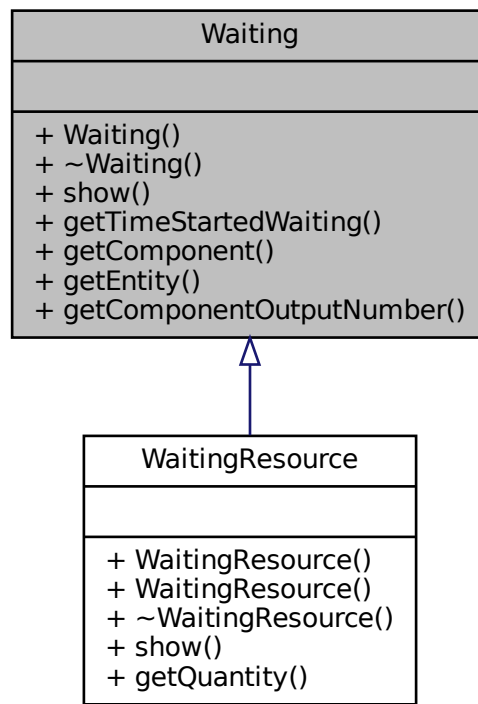
Reimplemented from [ModelDataDefinition](#).

The documentation for this class was generated from the following files:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/[Variable.h](#)
- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/[Variable.cpp](#)

6.210 Waiting Class Reference

Inheritance diagram for Waiting:



Public Member Functions

- **Waiting** (**Entity** *entity, double timeStartedWaiting, **ModelComponent** *component, unsigned int componentOutputNumber=0)
- virtual **~Waiting** ()=default
- virtual std::string **show** ()
- double **getTimeStartedWaiting** () const
- **ModelComponent** * **getComponent** () const
- **Entity** * **getEntity** () const
- unsigned int **getComponentOutputNumber** () const

6.210.1 Constructor & Destructor Documentation

6.210.1.1 Waiting() `Waiting::Waiting (`
 Entity * entity,
 double timeStartedWaiting,
 ModelComponent * component,
 unsigned int componentOutputNumber = 0)

6.210.1.2 `~Waiting()` `virtual Waiting::~~Waiting () [virtual], [default]`

6.210.2 Member Function Documentation

6.210.2.1 `getComponent()` `ModelComponent* Waiting::getComponent () const`

6.210.2.2 `getComponentOutputNumber()` `unsigned int Waiting::getComponentOutputNumber () const`

6.210.2.3 `getEntity()` `Entity* Waiting::getEntity () const`

6.210.2.4 `getTimeStartedWaiting()` `double Waiting::getTimeStartedWaiting () const`

6.210.2.5 `show()` `virtual std::string Waiting::show () [virtual]`

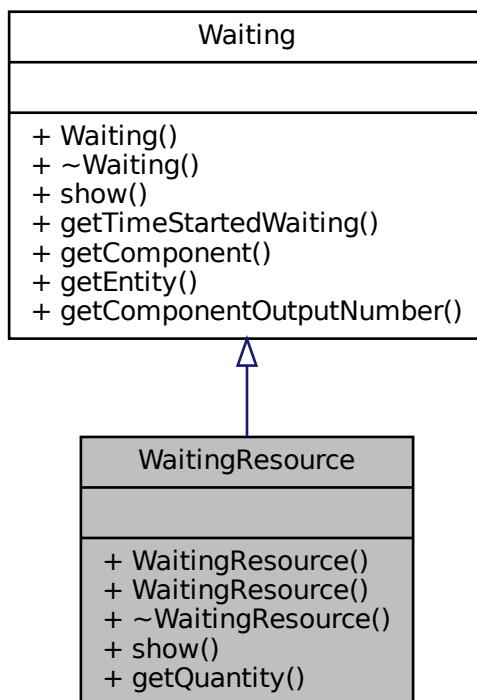
Reimplemented in [WaitingResource](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/data/Queue.h`

6.211 WaitingResource Class Reference

Inheritance diagram for WaitingResource:



Public Member Functions

- **WaitingResource** (**Entity** *entity, double timeStartedWaiting, unsigned int quantity, **ModelComponent** *component)
- **WaitingResource** (const **WaitingResource** &orig)
- virtual **~WaitingResource** ()=default
- virtual std::string **show** ()
- unsigned int **getQuantity** () const

6.211.1 Constructor & Destructor Documentation

6.211.1.1 WaitingResource() [1/2] **WaitingResource::WaitingResource** (
 Entity * entity,
 double timeStartedWaiting,
 unsigned int quantity,
 ModelComponent * component)

6.211.1.2 WaitingResource() [2/2] `WaitingResource::WaitingResource (`
`const WaitingResource & orig)`

6.211.1.3 ~WaitingResource() `virtual WaitingResource::~~WaitingResource () [virtual], [default]`

6.211.2 Member Function Documentation

6.211.2.1 getQuantity() `unsigned int WaitingResource::getQuantity () const`

6.211.2.2 show() `virtual std::string WaitingResource::show () [virtual]`

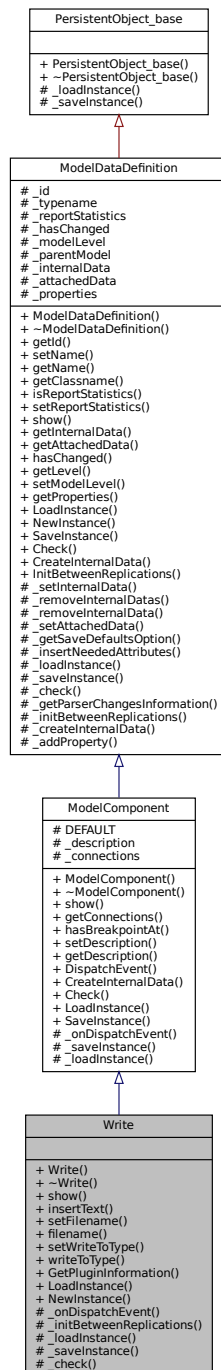
Reimplemented from [Waiting](#).

The documentation for this class was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-↵ Simulator/source/plugins/components/Seize.h`

6.212 Write Class Reference

Inheritance diagram for Write:



Public Types

- enum class `WriteToType` : int { `SCREEN` = 1 , `FILE` = 2 }

Public Member Functions

- [Write](#) ([Model](#) *model, std::string name="")
- virtual [~Write](#) ()=default
- virtual std::string [show](#) ()
- void [insertText](#) (std::list< std::string > texts)
- void [setFilename](#) (std::string _filename)
- std::string [filename](#) () const
- void [setWriteToType](#) ([WriteToType](#) _writeToType)
- [Write::WriteToType](#) [writeToType](#) () const

Static Public Member Functions

- static [PluginInformation](#) * [GetPluginInformation](#) ()
- static [ModelComponent](#) * [LoadInstance](#) ([Model](#) *model, std::map< std::string, std::string > *fields)
- static [ModelDataDefinition](#) * [NewInstance](#) ([Model](#) *model, std::string name="")

Protected Member Functions

- virtual void [_onDispatchEvent](#) ([Entity](#) *entity, unsigned int inputNumber)
- virtual void [_initBetweenReplications](#) ()
- virtual bool [_loadInstance](#) (std::map< std::string, std::string > *fields)
- virtual std::map< std::string, std::string > * [_saveInstance](#) (bool saveDefaultValues)
- virtual bool [_check](#) (std::string *errorMessage)

Additional Inherited Members

6.212.1 Detailed Description

This component ...

6.212.2 Member Enumeration Documentation

6.212.2.1 [WriteToType](#) `enum Write::WriteToType : int [strong]`

Enumerator

SCREEN	
FILE	

6.212.3 Constructor & Destructor Documentation

6.212.3.1 Write() `Write::Write (`
 `Model * model,`
 `std::string name = "")`

6.212.3.2 ~Write() `virtual Write::~~Write () [virtual], [default]`

6.212.4 Member Function Documentation

6.212.4.1 _check() `bool Write::_check (`
 `std::string * errorMessage) [protected], [virtual]`

Reimplemented from [ModelDataDefinition](#).

6.212.4.2 _initBetweenReplications() `void Write::_initBetweenReplications () [protected],`
`[virtual]`

Reimplemented from [ModelDataDefinition](#).

6.212.4.3 _loadInstance() `bool Write::_loadInstance (`
 `std::map< std::string, std::string > * fields) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.212.4.4 _onDispatchEvent() `void Write::_onDispatchEvent (`
 `Entity * entity,`
 `unsigned int inputNumber) [protected], [virtual]`

Implements [ModelComponent](#).

6.212.4.5 _saveInstance() `std::map< std::string, std::string > * Write::_saveInstance (`
 `bool saveDefaultValues) [protected], [virtual]`

Reimplemented from [ModelComponent](#).

6.212.4.6 filename() `std::string Write::filename () const`

6.212.4.7 GetPluginInformation() `PluginInformation * Write::GetPluginInformation () [static]`

6.212.4.8 insertText() `void Write::insertText (
std::list< std::string > texts)`

6.212.4.9 LoadInstance() `ModelComponent * Write::LoadInstance (
Model * model,
std::map< std::string, std::string > * fields) [static]`

6.212.4.10 NewInstance() `ModelDataDefinition * Write::NewInstance (
Model * model,
std::string name = "") [static]`

6.212.4.11 setFilename() `void Write::setFilename (
std::string _filename)`

6.212.4.12 setWriteToType() `void Write::setWriteToType (
WriteToType _writeToType)`

6.212.4.13 show() `std::string Write::show () [virtual]`

Reimplemented from [ModelComponent](#).

6.212.4.14 writeToType() `Write::WriteToType Write::writeToType () const`

The documentation for this class was generated from the following files:

- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Write.h](#)
- [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/plugins/components/Write.cpp](#)

6.213 yy_buffer_state Struct Reference

Public Attributes

- FILE * [yy_input_file](#)
- char * [yy_ch_buf](#)
- char * [yy_buf_pos](#)
- int [yy_buf_size](#)
- int [yy_n_chars](#)
- int [yy_is_our_buffer](#)
- int [yy_is_interactive](#)
- int [yy_at_bol](#)
- int [yy_bs_lineno](#)
- int [yy_bs_column](#)
- int [yy_fill_buffer](#)
- int [yy_buffer_status](#)

6.213.1 Member Data Documentation

6.213.1.1 yy_at_bol `int yy_buffer_state::yy_at_bol`

6.213.1.2 yy_bs_column `int yy_buffer_state::yy_bs_column`

The column count.

6.213.1.3 yy_bs_lineno `int yy_buffer_state::yy_bs_lineno`

The line count.

6.213.1.4 yy_buf_pos `char* yy_buffer_state::yy_buf_pos`

6.213.1.5 yy_buf_size `int yy_buffer_state::yy_buf_size`

6.213.1.6 yy_buffer_status `int yy_buffer_state::yy_buffer_status`

6.213.1.7 yy_ch_buf char* yy_buffer_state::yy_ch_buf

6.213.1.8 yy_fill_buffer int yy_buffer_state::yy_fill_buffer

6.213.1.9 yy_input_file FILE* yy_buffer_state::yy_input_file

6.213.1.10 yy_is_interactive int yy_buffer_state::yy_is_interactive

6.213.1.11 yy_is_our_buffer int yy_buffer_state::yy_is_our_buffer

6.213.1.12 yy_n_chars int yy_buffer_state::yy_n_chars

The documentation for this struct was generated from the following file:

- /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/[Genesys++-scanner.cpp](#)

6.214 yy_trans_info Struct Reference

Public Attributes

- [flex_int32_t](#) yy_verify
- [flex_int32_t](#) yy_nxt

6.214.1 Member Data Documentation

6.214.1.1 yy_nxt [flex_int32_t](#) yy_trans_info::yy_nxt

6.214.1.2 `yy_verify` `flex_int32_t` `yy_trans_info::yy_verify`

The documentation for this struct was generated from the following file:

- `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-scanner.cpp`

7 File Documentation

7.1 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/BaseGenesysTerminalApplication.cpp` File Reference

7.2 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/BaseGenesysTerminalApplication.h` File Reference

Classes

- class `BaseGenesysTerminalApplication`

7.3 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/GenesysApplication_if.h` File Reference

Classes

- class `GenesysApplication_if`

7.4 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/book/Book_Cap02_Example01.cpp` File Reference

7.5 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/applications/terminal/examples/book/Book_Cap02_Example01.h` File Reference

Classes

- class `Book_Cap02_Example01`

7.6 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_AssignWrite↵
Seizes.cpp File Reference

7.7 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_AssignWrite↵
Seizes.h File Reference

Classes

- class [Smart_AssignWriteSeizes](#)

7.8 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.cpp
File Reference

7.9 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_BatchSeparate.h
File Reference

Classes

- class [Smart_BatchSeparate](#)

7.10 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Cellular↵
Automata1.cpp File Reference

7.11 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Cellular↵
Automata1.h File Reference

Classes

- class [Smart_CellularAutomata1](#)

7.12 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_CppForG.cpp` File
Reference

7.13 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_CppForG.h` File
Reference

Classes

- class [Smart_CppForG](#)

7.14 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Delay.cpp` File
Reference

7.15 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Delay.h` File
Reference

Classes

- class [Smart_Delay](#)

7.16 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.cpp` File
Reference

7.17 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Dummy.h` File
Reference

Classes

- class [Smart_Dummy](#)

7.18 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵
Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.cpp File Reference621

7.18 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.cpp
File Reference

7.19 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_HoldSignal.h File
Reference

Classes

- class [Smart_HoldSignal](#)

7.20 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModel↵
Simulation.cpp File Reference

7.21 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ModelInfoModel↵
Simulation.h File Reference

Classes

- class [Smart_ModelInfoModelSimulation](#)

7.22 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ODE.cpp File
Reference

7.23 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ODE.h File
Reference

Classes

- class [Smart_ODE](#)

7.24 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.cpp` File
Reference

7.25 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_OnEvent.h` File
Reference

Classes

- class [Smart_OnEvent](#)

7.26 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Parser.cpp` File
Reference

7.27 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Parser.h` File
Reference

Classes

- class [Smart_Parser](#)

7.28 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ParserModel↵
Functions.cpp` File Reference

7.29 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ParserModel↵
Functions.h` File Reference

Classes

- class [Smart_ParserModelFunctions](#)

7.30 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.cpp File
Reference

7.31 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Plugin.h File
Reference

Classes

- class [Smart_Plugin](#)

7.32 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Process.cpp File
Reference

7.33 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Process.h File
Reference

Classes

- class [Smart_Process](#)

7.34 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.cpp
File Reference

7.35 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_ProcessSet.h File
Reference

Classes

- class [Smart_ProcessSet](#)

7.36 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.cpp
File Reference`

7.37 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_RouteStation.h
File Reference`

Classes

- class [Smart_RouteStation](#)

7.38 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelay
Release.cpp File Reference`

7.39 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelay↵
Release.h File Reference`

Classes

- class [Smart_SeizeDelayRelease](#)

7.40 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelay↵
ReleaseMany.cpp File Reference`

7.41 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_SeizeDelay↵
ReleaseMany.h File Reference`

Classes

- class [Smart_SeizeDelayReleaseMany](#)

7.42 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/↵
Genesys-Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.cpp File Reference625

7.42 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.cpp
File Reference

7.43 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/smarts/Smart_Sequence.h File
Reference

Classes

- class [Smart_Sequence](#)

7.44 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/AnElectronic↵
AssemblyAndTestSystem.cpp File Reference

7.45 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/AnElectronic↵
AssemblyAndTestSystem.h File Reference

Classes

- class [AnElectronicAssemblyAndTestSystem](#)

7.46 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/FullSimulationOf↵
ComplexModel.cpp File Reference

7.47 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/FullSimulationOf↵
ComplexModel.h File Reference

Classes

- class [FullSimulationOfComplexModel](#)

7.48 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/Operating↵
System02.cpp` File Reference

7.49 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/OperatingSystem02.h`
File Reference

Classes

- class [OperatingSystem02](#)

7.50 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/Operating↵
System03.cpp` File Reference

7.51 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-↵
Simulator/source/applications/terminal/examples/teaching/OperatingSystem03.h`
File Reference

Classes

- class [OperatingSystem03](#)

7.52 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/applications/terminal/Genesys↵
Shell/GenesysShell_if.h` File Reference

Classes

- class [GenesysShell_if](#)

7.53 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/applications/terminal/Genesys↵
Shell/GenesysTerminalApp.cpp` File Reference

7.54 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/applications/terminal/Genesys↵
Shell/GenesysTerminalApp.h` File Reference

Classes

- class [GenesysTerminalApp](#)

**7.55 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/applications/terminal/Genesys↵
Shell/TraitsTerminalApplications.h File Reference**

Classes

- struct [Traits< T >](#)
- struct [Traits< GenesysApplication_if >](#)

**7.56 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/applications/TraitsApp.h File
Reference**

Classes

- struct [TraitsApp< T >](#)
- struct [TraitsApp< GenesysApplication_if >](#)

**7.57 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Attribute.cpp File
Reference**

**7.58 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Attribute.h File
Reference**

Classes

- class [Attribute](#)

**7.59 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Component↵
Manager.cpp File Reference**

**7.60 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Component↵
Manager.h File Reference**

Classes

- class [ComponentManager](#)

7.61 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Connection↔
Manager.cpp` File Reference

7.62 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Connection↔
Manager.h` File Reference

Classes

- struct [Connection](#)
- class [ConnectionManager](#)

7.63 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Counter.cpp` File Reference

7.64 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Counter.h` File Reference

Classes

- class [Counter](#)

7.65 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Entity.cpp` File Reference

7.66 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Entity.h` File Reference

Classes

- class [Entity](#)

7.67 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/EntityType.cpp` File Reference

7.68 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/EntityType.h` File Reference

Classes

- class [EntityType](#)

7.69 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Event.cpp File
Reference

7.70 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Event.h File
Reference

Classes

- class [Event](#)

7.71 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Experiment↔
Manager.cpp File Reference

7.72 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Experiment↔
Manager.h File Reference

Classes

- class [ExperimentManager](#)

7.73 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Experiment↔
ManagerDefaultImpl1.cpp File Reference

7.74 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Experiment↔
ManagerDefaultImpl1.h File Reference

Classes

- class [ExperimentManagerDefaultImpl1](#)

7.75 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Experimet↔
Manager_if.h File Reference

Classes

- class [ExperimentManager_if](#)

7.76 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔](#)
[RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Licence↔](#)
[Manager.cpp](#) File Reference

7.77 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔](#)
[RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/LicenceManager.h](#)
File Reference

Classes

- class [LicenceManager](#)

7.78 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔](#)
[RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model.cpp](#) File
Reference

Functions

- bool [EventCompare](#) (const [Event](#) *a, const [Event](#) *b)

7.78.1 Function Documentation

7.78.1.1 [EventCompare\(\)](#) `bool EventCompare (`
 const [Event](#) * a,
 const [Event](#) * b)

7.79 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔](#)
[RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model.h](#) File
Reference

Classes

- class [Model](#)

7.80 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔](#)
[RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelChecker_if.h](#)
File Reference

Classes

- class [ModelChecker_if](#)

7.81 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelChecker↔
DefaultImpl1.cpp File Reference

7.82 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelChecker↔
DefaultImpl1.h File Reference

Classes

- class [ModelCheckerDefaultImpl1](#)

7.83 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
Component.cpp File Reference

7.84 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
Component.h File Reference

Classes

- class [ModelComponent](#)
- struct [ModelComponent::DEFAULT_VALUES](#)

7.85 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelData↔
Definition.cpp File Reference

7.86 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelData↔
Definition.h File Reference

Classes

- class [ModelDataDefinition](#)

7.87 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelData↔
Manager.cpp File Reference

7.88 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelData↔
Manager.h File Reference

Classes

- class [ModelDataManager](#)

7.89 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelInfo.cpp` File
Reference

7.90 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelInfo.h` File
Reference

Classes

- class [ModelInfo](#)

7.91 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
Manager.cpp` File Reference

7.92 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ModelManager.h`
File Reference

Classes

- class [ModelManager](#)

7.93 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
Persistence_if.h` File Reference

Classes

- class [ModelPersistence_if](#)

7.94 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
PersistenceDefaultImpl1.cpp` File Reference

7.95 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↔
PersistenceDefaultImpl1.h` File Reference

Classes

- class [ModelPersistenceDefaultImpl1](#)

7.96 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↵
Simulation.cpp File Reference

7.97 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Model↵
Simulation.h File Reference

Classes

- class [ModelSimulation](#)

7.98 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/OnEvent↵
Manager.cpp File Reference

7.99 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/OnEvent↵
Manager.h File Reference

Classes

- class [SimulationEvent](#)
- class [OnEventManager](#)

Typedefs

- typedef void(* [simulationEventHandler](#)) ([SimulationEvent](#) *)
- typedef std::function< void([SimulationEvent](#) *) > [simulationEventHandlerMethod](#)

7.99.1 Typedef Documentation

7.99.1.1 simulationEventHandler typedef void(* simulationEventHandler) ([SimulationEvent](#) *)

7.99.1.2 simulationEventHandlerMethod typedef std::function<void([SimulationEvent](#)*) > [simulationEventHandlerMethod](#)

7.100 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Parser_if.h File
Reference

Classes

- class [Parser_if](#)

7.101 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserChanges↵
Information.cpp` File Reference

7.102 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserChanges↵
Information.h` File Reference

Classes

- class [ParserChangesInformation](#)

7.103 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefault↵
Impl1.cpp` File Reference

7.104 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefault↵
Impl1.h` File Reference

Classes

- class [ParserDefaultImpl1](#)

7.105 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefault↵
Impl2.cpp` File Reference

7.106 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserDefault↵
Impl2.h` File Reference

Classes

- class [ParserDefaultImpl2](#)

7.107 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Parser↵
Manager.cpp` File Reference

7.108 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/ParserManager.h`
File Reference

Classes

- class [ParserManager](#)
- struct [ParserManager::NewParser](#)
- struct [ParserManager::GenerateNewParserResult](#)

7.109 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Persistent↵
Object_base.h File Reference

Classes

- class [PersistentObject_base](#)

7.110 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin.cpp File
Reference

7.111 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin.h File
Reference

Classes

- class [Plugin](#)

7.112 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin↵
Connector_if.h File Reference

Classes

- class [PluginConnector_if](#)

7.113 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin↵
ConnectorDummyImpl1.cpp File Reference

7.114 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin↵
ConnectorDummyImpl1.h File Reference

Classes

- class [PluginConnectorDummyImpl1](#)

7.115 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin↵
Information.cpp File Reference

7.116 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Plugin↵
Information.h File Reference

Classes

- class [PluginInformation](#)

Typedefs

- typedef [ModelComponent](#) `*(StaticLoaderComponentInstance) (Model *, std::map< std::string, std::string > *)`
- typedef [ModelDataDefinition](#) `*(StaticLoaderDataDefinitionInstance) (Model *, std::map< std::string, std::string > *)`
- typedef [ModelDataDefinition](#) `*(StaticConstructorDataDefinitionInstance) (Model *, std::string)`
- typedef [PluginInformation](#) `*(StaticGetPluginInformation) ()`

7.116.1 Typedef Documentation

7.116.1.1 StaticConstructorDataDefinitionInstance typedef [ModelDataDefinition](#) `*(StaticConstructorDataDefinitionInstance) (Model *, std::string)`

7.116.1.2 StaticGetPluginInformation typedef [PluginInformation](#) `*(StaticGetPluginInformation) ()`

7.116.1.3 StaticLoaderComponentInstance typedef [ModelComponent](#) `*(StaticLoaderComponentInstance) (Model *, std::map< std::string, std::string > *)`

7.116.1.4 StaticLoaderDataDefinitionInstance typedef [ModelDataDefinition](#) `*(StaticLoaderDataDefinitionInstance) (Model *, std::map< std::string, std::string > *)`

7.117 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginManager.cpp](#) File Reference

7.118 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/PluginManager.h](#) File Reference

Classes

- class [PluginManager](#)

7.119 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Property.cpp File
Reference

7.120 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Property.h File
Reference

Classes

- class [PropertyBase](#)
- struct [Getter< T >](#)
- struct [Setter< T >](#)
- class [PropertyT< T >](#)

Functions

- template<typename Class , typename T >
[Getter< T >::Member DefineGetter](#) (Class *object, T(Class::*function)() const)
- template<typename Class , typename T >
[Setter< T >::Member DefineSetter](#) (Class *object, void(Class::*function)(T))

7.120.1 Function Documentation

7.120.1.1 DefineGetter() template<typename Class , typename T >
[Getter< T >::Member DefineGetter](#) (
 Class * *object*,
 T(Class::*)() const *function*)

7.120.1.2 DefineSetter() template<typename Class , typename T >
[Setter<T>::Member DefineSetter](#) (
 Class * *object*,
 void(Class::*)(T) *function*)

7.121 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Property↵
Manager.cpp File Reference

7.122 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Property↵
Manager.h File Reference

Classes

- class [PropertyManager](#)

7.123 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Scenario↵
Experiment_if.h` File Reference

Classes

- class [ScenarioExperiment_if](#)

7.124 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
Experiment.cpp` File Reference

7.125 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
Experiment.h` File Reference

Classes

- class [SimulationExperiment](#)

7.126 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
Reporter_if.h` File Reference

Classes

- class [SimulationReporter_if](#)

7.127 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
ReporterDefaultImpl1.cpp` File Reference

7.128 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
ReporterDefaultImpl1.h` File Reference

Classes

- class [SimulationReporterDefaultImpl1](#)

7.129 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
Scenario.cpp` File Reference

7.130 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulation↵
Scenario.h` File Reference

Classes

- class [SimulationScenario](#)

7.131 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔ RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulator.cpp File Reference

Functions

- [GenesysSimulator CreateSimulator2](#) ()
- [Simulator * CreateSimulator](#) ()
- void [DestroySimulator2](#) ([GenesysSimulator](#) p)
- void [DestroySimulator](#) ([Simulator](#) *p)

7.131.1 Function Documentation

7.131.1.1 CreateSimulator() [Simulator*](#) CreateSimulator ()

7.131.1.2 CreateSimulator2() [GenesysSimulator](#) CreateSimulator2 ()

7.131.1.3 DestroySimulator() void DestroySimulator (
[Simulator](#) * p)

7.131.1.4 DestroySimulator2() void DestroySimulator2 (
[GenesysSimulator](#) p)

7.132 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔ RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Simulator.h File Reference

Classes

- class [Simulator](#)

Typedefs

- typedef [Simulator](#) * [GenesysSimulator](#)

7.132.1 Typedef Documentation

7.132.1.1 GenesysSimulator typedef [Simulator*](#) [GenesysSimulator](#)

7.133 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SinkModelComponent.cpp](#) File Reference

7.134 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SinkModelComponent.h](#) File Reference

Classes

- class [SinkModelComponent](#)

7.135 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SourceModelComponent.cpp](#) File Reference

7.136 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/SourceModelComponent.h](#) File Reference

Classes

- class [SourceModelComponent](#)
- struct [SourceModelComponent::DEFAULT_VALUES](#)

7.137 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/StatisticsCollector.cpp](#) File Reference

Typedefs

- typedef [TraitsKernel](#)< [Model](#) >::StatisticsCollector_StatisticsImplementation [StatisticsClass](#)

7.137.1 Typedef Documentation

7.137.1.1 StatisticsClass typedef [TraitsKernel](#)<[Model](#)>::StatisticsCollector_StatisticsImplementation [StatisticsClass](#)

7.138 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Statistics↵↵
Collector.h File Reference

Classes

- class [StatisticsCollector](#)

7.139 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/Trace↵↵
Manager.cpp File Reference

7.140 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/kernel/simulator/TraceManager.h
File Reference

Classes

- class [TraceEvent](#)
- class [TraceErrorEvent](#)
- class [TraceSimulationEvent](#)
- class [TraceSimulationProcess](#)
- class [TraceManager](#)

Typedefs

- typedef void(* [traceListener](#)) ([TraceEvent](#))
- typedef void(* [traceErrorListener](#)) ([TraceErrorEvent](#))
- typedef void(* [traceSimulationListener](#)) ([TraceSimulationEvent](#))
- typedef void(* [traceSimulationProcessListener](#)) ([TraceSimulationProcess](#))
- typedef std::function< void([TraceEvent](#)) > [traceListenerMethod](#)
- typedef std::function< void([TraceErrorEvent](#)) > [traceErrorListenerMethod](#)
- typedef std::function< void([TraceSimulationEvent](#)) > [traceSimulationListenerMethod](#)
- typedef std::function< void([TraceSimulationProcess](#)) > [traceSimulationProcessListenerMethod](#)

7.140.1 Typedef Documentation

7.140.1.1 [traceErrorListener](#) typedef void(* [traceErrorListener](#)) ([TraceErrorEvent](#))

7.140.1.2 [traceErrorListenerMethod](#) typedef std::function<void([TraceErrorEvent](#)) > [traceErrorListenerMethod](#)

7.140.1.3 `traceListener` `typedef void(* traceListener) (TraceEvent)`

7.140.1.4 `traceListenerMethod` `typedef std::function<void(TraceEvent) > traceListenerMethod`

7.140.1.5 `traceSimulationListener` `typedef void(* traceSimulationListener) (TraceSimulationEvent)`

7.140.1.6 `traceSimulationListenerMethod` `typedef std::function<void(TraceSimulationEvent) > traceSimulationListenerMethod`

7.140.1.7 `traceSimulationProcessListener` `typedef void(* traceSimulationProcessListener) (TraceSimulationProcess)`

7.140.1.8 `traceSimulationProcessListenerMethod` `typedef std::function<void(TraceSimulationProcess) > traceSimulationProcessListenerMethod`

7.141 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵ RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Collector_if.h` File Reference

Classes

- class [Collector_if](#)

Typedefs

- typedef std::function< void(double) > [CollectorAddValueHandler](#)
- typedef std::function< void() > [CollectorClearHandler](#)

Functions

- template<typename Class >
[CollectorAddValueHandler](#) [setCollectorAddValueHandler](#) (void(Class::*function)(double), Class *object)
- template<typename Class >
[CollectorClearHandler](#) [setCollectorClearHandler](#) (void(Class::*function)()), Class *object)

7.141.1 Typedef Documentation

7.141.1.1 CollectorAddValueHandler typedef std::function<void(double) > [CollectorAddValueHandler](#)

7.141.1.2 CollectorClearHandler typedef std::function<void() > [CollectorClearHandler](#)

7.141.2 Function Documentation

7.141.2.1 setCollectorAddValueHandler() template<typename Class >
[CollectorAddValueHandler](#) setCollectorAddValueHandler (
void(Class::*)(double) *function*,
Class * *object*)

7.141.2.2 setCollectorClearHandler() template<typename Class >
[CollectorClearHandler](#) setCollectorClearHandler (
void(Class::*)() *function*,
Class * *object*)

**7.142 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Collector↵
Datafile_if.h File Reference**

Classes

- class [CollectorDatafile_if](#)

**7.143 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Collector↵
DatafileDefaultImpl1.cpp File Reference**

**7.144 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Collector↵
DatafileDefaultImpl1.h File Reference**

Classes

- class [CollectorDatafileDefaultImpl1](#)

7.145 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/CollectorDefaultImpl1.cpp](#) File Reference

7.146 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/CollectorDefaultImpl1.h](#) File Reference

Classes

- class [CollectorDefaultImpl1](#)

7.147 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Sampler_if.h](#) File Reference

Classes

- class [Sampler_if](#)
- struct [Sampler_if::RNG_Parameters](#)

7.148 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerBoostImpl.cpp](#) File Reference

7.149 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerBoostImpl.h](#) File Reference

Classes

- class [SamplerBoostImpl](#)
- struct [SamplerBoostImpl::BoostImplRNG_Parameters](#)

7.150 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.cpp](#) File Reference

7.151 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SamplerDefaultImpl1.h](#) File Reference

Classes

- class [SamplerDefaultImpl1](#)
- struct [SamplerDefaultImpl1::DefaultImpl1RNG_Parameters](#)

7.152 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SorttFile.cpp File
Reference

7.153 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/SorttFile.h File
Reference

Classes

- class [SortFile](#)

7.154 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Statistics_if.h
File Reference

Classes

- class [Statistics_if](#)

7.155 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/StatisticsData↵
File_if.h File Reference

Classes

- class [StatisticsDatafile_if](#)

7.156 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/StatisticsData↵
FileDefaultImpl.cpp File Reference

7.157 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/StatisticsData↵
FileDefaultImpl.h File Reference

Classes

- class [StatisticsDatafileDefaultImpl](#)

Typedefs

- typedef double [valueType](#)

7.157.1 Typedef Documentation

7.157.1.1 `valueType` `typedef double valueType`

7.158 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Statistics↔
DefaultImpl1.cpp` File Reference

7.159 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/statistics/Statistics↔
DefaultImpl1.h` File Reference

Classes

- class [StatisticsDefaultImpl1](#)

7.160 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/TraitsKernel.h` File Reference

Classes

- struct [TraitsKernel< T >](#)
- struct [TraitsKernel< SimulationReporter_if >](#)
- struct [TraitsKernel< PluginConnector_if >](#)
- struct [TraitsKernel< Parser_if >](#)
- struct [TraitsKernel< Model >](#)
- struct [TraitsKernel< ModelComponent >](#)
- struct [TraitsKernel< ModelDataDefinition >](#)
- struct [TraitsKernel< ModelChecker_if >](#)
- struct [TraitsKernel< ModelPersistence_if >](#)
- struct [TraitsKernel< Statistics_if >](#)
- struct [TraitsKernel< StatisticsDatafile_if >](#)
- struct [TraitsKernel< Sampler_if >](#)
- struct [TraitsKernel< Collector_if >](#)

7.161 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/util/Exact.h` File Reference

Classes

- class [Exact](#)

7.162 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/util/List.h` File Reference

Classes

- class [List< T >](#)

7.163 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/util/ListObservable.h File
Reference

Classes

- class [ListObservable< T >](#)

7.164 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/util/Util.cpp File Reference

7.165 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/kernel/util/Util.h File Reference

Classes

- class [Util](#)

7.166 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-driver.cpp File
Reference

7.167 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-driver.h File
Reference

Classes

- class [genesyspp_driver](#)

Macros

- `#define YY_DECL yy::genesyspp_parser::symbol_type yylex (genesyspp_driver& driver)`

Variables

- [YY_DECL](#)

7.167.1 Macro Definition Documentation

7.167.1.1 YY_DECL `#define YY_DECL yy::genesyspp_parser::symbol_type yylex (genesyspp_driver&
driver)`

7.167.2 Variable Documentation

7.167.2.1 YY_DECL YY_DECL

7.168 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵ RebornedGenESyS/Genesys-Simulator/source/parser/Genesys++-scanner.cpp File Reference

Classes

- struct [yy_buffer_state](#)
- struct [yy_trans_info](#)

Macros

- #define [YY_INT_ALIGNED](#) short int
- #define [FLEX_SCANNER](#)
- #define [YY_FLEX_MAJOR_VERSION](#) 2
- #define [YY_FLEX_MINOR_VERSION](#) 6
- #define [YY_FLEX_SUBMINOR_VERSION](#) 4
- #define [FLEX_BETA](#)
- #define [FLEXINT_H](#)
- #define [INT8_MIN](#) (-128)
- #define [INT16_MIN](#) (-32767-1)
- #define [INT32_MIN](#) (-2147483647-1)
- #define [INT8_MAX](#) (127)
- #define [INT16_MAX](#) (32767)
- #define [INT32_MAX](#) (2147483647)
- #define [UINT8_MAX](#) (255U)
- #define [UINT16_MAX](#) (65535U)
- #define [UINT32_MAX](#) (4294967295U)
- #define [SIZE_MAX](#) (~(size_t)0)
- #define [yyconst](#) const
- #define [ynoreturn](#)
- #define [YY_NULL](#) 0
- #define [YY_SC_TO_UI](#)(c) (([YY_CHAR](#)) (c))
- #define [BEGIN](#) (yy_start) = 1 + 2 *
- #define [YY_START](#) (((yy_start) - 1) / 2)
- #define [YYSTATE](#) [YY_START](#)
- #define [YY_STATE_EOF](#)(state) ([YY_END_OF_BUFFER](#) + state + 1)
- #define [YY_NEW_FILE](#) yyrestart([yyin](#))
- #define [YY_END_OF_BUFFER_CHAR](#) 0
- #define [YY_BUF_SIZE](#) 16384
- #define [YY_STATE_BUF_SIZE](#) (([YY_BUF_SIZE](#) + 2) * sizeof([yy_state_type](#)))
- #define [YY_TYPEDEF_Y_BUFFER_STATE](#)
- #define [YY_TYPEDEF_Y_SIZE_T](#)
- #define [EOB_ACT_CONTINUE_SCAN](#) 0
- #define [EOB_ACT_END_OF_FILE](#) 1
- #define [EOB_ACT_LAST_MATCH](#) 2

- #define YY_LESS_LINENO(n)
- #define YY_LINENO_REWIND_TO(ptr)
- #define yyless(n)
- #define unput(c) yyunput(c, (yytext_ptr))
- #define YY_STRUCT_YY_BUFFER_STATE
- #define YY_BUFFER_NEW 0
- #define YY_BUFFER_NORMAL 1
- #define YY_BUFFER_EOF_PENDING 2
- #define YY_CURRENT_BUFFER
- #define YY_CURRENT_BUFFER_LVALUE (yy_buffer_stack)[(yy_buffer_stack_top)]
- #define YY_FLUSH_BUFFER yy_flush_buffer(YY_CURRENT_BUFFER)
- #define yy_new_buffer yy_create_buffer
- #define yy_set_interactive(is_interactive)
- #define yy_set_bol(at_bol)
- #define YY_AT_BOL() (YY_CURRENT_BUFFER_LVALUE->yy_at_bol)
- #define yywrap() (/*CONSTCOND*/1)
- #define YY_SKIP_YYWRAP
- #define yytext_ptr yytext
- #define YY_DO_BEFORE_ACTION
- #define YY_NUM_RULES 87
- #define YY_END_OF_BUFFER 88
- #define REJECT reject_used_but_not_detected
- #define yymore() yymore_used_but_not_detected
- #define YY_MORE_ADJ 0
- #define YY_RESTORE_YY_MORE_OFFSET
- #define yywrap() 1
- #define YY_NO_INPUT 1
- #define YY_USER_ACTION loc.columns (yyleng);
- #define INITIAL 0
- #define YY_EXTRA_TYPE void *
- #define YY_READ_BUF_SIZE 8192
- #define ECHO do { if (fwrite(yytext, (size_t) yyleng, 1, yyout)) {} } while (0)
- #define YY_INPUT(buf, result, max_size)
- #define yyterminate() return YY_NULL
- #define YY_START_STACK_INCR 25
- #define YY_FATAL_ERROR(msg) yy_fatal_error(msg)
- #define YY_BREAK /*LINTED*/break;
- #define YY_RULE_SETUP YY_USER_ACTION
- #define YY_EXIT_FAILURE 2
- #define yyless(n)
- #define YYTABLES_NAME "yytables"

Typedefs

- typedef signed char flex_int8_t
- typedef short int flex_int16_t
- typedef int flex_int32_t
- typedef unsigned char flex_uint8_t
- typedef unsigned short int flex_uint16_t
- typedef unsigned int flex_uint32_t
- typedef struct yy_buffer_state * YY_BUFFER_STATE
- typedef size_t yy_size_t
- typedef flex_uint8_t YY_CHAR
- typedef int yy_state_type

Functions

- void `yyrestart` (FILE *input_file)
- void `yy_switch_to_buffer` (YY_BUFFER_STATE new_buffer)
- YY_BUFFER_STATE `yy_create_buffer` (FILE *file, int size)
- void `yy_delete_buffer` (YY_BUFFER_STATE b)
- void `yy_flush_buffer` (YY_BUFFER_STATE b)
- void `yypush_buffer_state` (YY_BUFFER_STATE new_buffer)
- void `yypop_buffer_state` (void)
- YY_BUFFER_STATE `yy_scan_buffer` (char *base, yy_size_t size)
- YY_BUFFER_STATE `yy_scan_string` (const char *yy_str)
- YY_BUFFER_STATE `yy_scan_bytes` (const char *bytes, int len)
- void * `yyalloc` (yy_size_t)
- void * `yyrealloc` (void *, yy_size_t)
- void `yyfree` (void *)
- int `yylex_destroy` (void)
- int `yyget_debug` (void)
- void `yyset_debug` (int debug_flag)
- YY_EXTRA_TYPE `yyget_extra` (void)
- void `yyset_extra` (YY_EXTRA_TYPE user_defined)
- FILE * `yyget_in` (void)
- void `yyset_in` (FILE *_in_str)
- FILE * `yyget_out` (void)
- void `yyset_out` (FILE *_out_str)
- int `yyget_leng` (void)
- char * `yyget_text` (void)
- int `yyget_lineno` (void)
- void `yyset_lineno` (int _line_number)
- if (!(yy_init))
- while (1)

Variables

- int `yyleng`
- FILE * `yyin` = NULL
- FILE * `yyout` = NULL
- int `yylineno` = 1
- char * `yytext`
- int `yy_flex_debug` = 0
- YY_DECL
- char * `yy_cp`
- char * `yy_bp`
- int `yy_act`

7.168.1 Macro Definition Documentation

7.168.1.1 BEGIN `#define BEGIN (yy_start) = 1 + 2 *`

7.168.1.2 ECHO `#define ECHO do { if (fwrite(yytext, (size_t) yyleng, 1, yyout)) {} } while (0)`

7.168.1.3 EOB_ACT_CONTINUE_SCAN `#define EOB_ACT_CONTINUE_SCAN 0`

7.168.1.4 EOB_ACT_END_OF_FILE `#define EOB_ACT_END_OF_FILE 1`

7.168.1.5 EOB_ACT_LAST_MATCH `#define EOB_ACT_LAST_MATCH 2`

7.168.1.6 FLEX_BETA `#define FLEX_BETA`

7.168.1.7 FLEX_SCANNER `#define FLEX_SCANNER`

7.168.1.8 FLEXINT_H `#define FLEXINT_H`

7.168.1.9 INITIAL `#define INITIAL 0`

7.168.1.10 INT16_MAX `#define INT16_MAX (32767)`

7.168.1.11 INT16_MIN `#define INT16_MIN (-32767-1)`

7.168.1.12 INT32_MAX `#define INT32_MAX (2147483647)`

7.168.1.13 INT32_MIN `#define INT32_MIN (-2147483647-1)`

7.168.1.14 INT8_MAX `#define INT8_MAX (127)`

7.168.1.15 INT8_MIN `#define INT8_MIN (-128)`

7.168.1.16 REJECT `#define REJECT reject_used_but_not_detected`

7.168.1.17 SIZE_MAX `#define SIZE_MAX (~(size_t)0)`

7.168.1.18 UINT16_MAX `#define UINT16_MAX (65535U)`

7.168.1.19 UINT32_MAX `#define UINT32_MAX (4294967295U)`

7.168.1.20 UINT8_MAX `#define UINT8_MAX (255U)`

7.168.1.21 unput `#define unput(
 c) yyunput(c, (yytext_ptr))`

7.168.1.22 YY_AT_BOL `#define YY_AT_BOL() (YY_CURRENT_BUFFER_LVALUE->yy_at_bol)`

7.168.1.23 YY_BREAK `#define YY_BREAK /*LINTED*/break;`

7.168.1.24 YY_BUF_SIZE #define YY_BUF_SIZE 16384

7.168.1.25 YY_BUFFER_EOF_PENDING #define YY_BUFFER_EOF_PENDING 2

7.168.1.26 YY_BUFFER_NEW #define YY_BUFFER_NEW 0

7.168.1.27 YY_BUFFER_NORMAL #define YY_BUFFER_NORMAL 1

7.168.1.28 YY_CURRENT_BUFFER #define YY_CURRENT_BUFFER

Value:

```
(yy_buffer_stack) \  
? (yy_buffer_stack)[(yy_buffer_stack_top)] \  
: NULL)
```

7.168.1.29 YY_CURRENT_BUFFER_LVALUE #define YY_CURRENT_BUFFER_LVALUE (yy_buffer_stack)[(yy↵
_buffer_stack_top)]

7.168.1.30 YY_DO_BEFORE_ACTION #define YY_DO_BEFORE_ACTION

Value:

```
(yytext_ptr) = yy_bp; \  
yyleng = (int) (yy_cp - yy_bp); \  
(yy_hold_char) = *yy_cp; \  
*yy_cp = '\0'; \  
(yy_c_buf_p) = yy_cp;
```

7.168.1.31 YY_END_OF_BUFFER #define YY_END_OF_BUFFER 88

7.168.1.32 YY_END_OF_BUFFER_CHAR #define YY_END_OF_BUFFER_CHAR 0

7.168.1.33 YY_EXIT_FAILURE `#define YY_EXIT_FAILURE 2`

7.168.1.34 YY_EXTRA_TYPE `#define YY_EXTRA_TYPE void *`

7.168.1.35 YY_FATAL_ERROR `#define YY_FATAL_ERROR(
 msg) yy_fatal_error(msg)`

7.168.1.36 YY_FLEX_MAJOR_VERSION `#define YY_FLEX_MAJOR_VERSION 2`

7.168.1.37 YY_FLEX_MINOR_VERSION `#define YY_FLEX_MINOR_VERSION 6`

7.168.1.38 YY_FLEX_SUBMINOR_VERSION `#define YY_FLEX_SUBMINOR_VERSION 4`

7.168.1.39 YY_FLUSH_BUFFER `#define YY_FLUSH_BUFFER yy_flush_buffer(YY_CURRENT_BUFFER)`

7.168.1.40 YY_INPUT `#define YY_INPUT(
 buf,
 result,
 max_size)`

Value:

```
    errno=0; \
    while ( (result = (int) read( fileno(yyin), buf, (yy_size_t) max_size )) < 0 ) \
    { \
        if( errno != EINTR) \
        { \
            YY_FATAL_ERROR( "input in flex scanner failed" ); \
            break; \
        } \
        errno=0; \
        clearerr(yyin); \
    } \
}
```

7.168.1.41 YY_INT_ALIGNED `#define YY_INT_ALIGNED short int`

7.168.1.42 YY_LESS_LINENO `#define YY_LESS_LINENO(
 n)`

7.168.1.43 YY_LINENO_REWIND_TO `#define YY_LINENO_REWIND_TO(
 ptr)`

7.168.1.44 YY_MORE_ADJ `#define YY_MORE_ADJ 0`

7.168.1.45 yy_new_buffer `#define yy_new_buffer yy_create_buffer`

7.168.1.46 YY_NEW_FILE `#define YY_NEW_FILE yyrestart(yyin)`

7.168.1.47 YY_NO_INPUT `#define YY_NO_INPUT 1`

7.168.1.48 YY_NULL `#define YY_NULL 0`

7.168.1.49 YY_NUM_RULES `#define YY_NUM_RULES 87`

7.168.1.50 YY_READ_BUF_SIZE `#define YY_READ_BUF_SIZE 8192`

7.168.1.51 YY_RESTORE_YY_MORE_OFFSET `#define YY_RESTORE_YY_MORE_OFFSET`

7.168.1.52 YY_RULE_SETUP `#define YY_RULE_SETUP YY_USER_ACTION`

7.168.1.53 YY_SC_TO_UI `#define YY_SC_TO_UI(
 c) ((YY_CHAR) (c))`

7.168.1.54 yy_set_bol `#define yy_set_bol(
 at_bol)`

Value:

```
{ \
if ( ! YY_CURRENT_BUFFER ){ \
    yyensure_buffer_stack (); \
    YY_CURRENT_BUFFER_LVALUE = \
        yy_create_buffer( yyin, YY_BUF_SIZE ); \
} \
YY_CURRENT_BUFFER_LVALUE->yy_at_bol = at_bol; \
}
```

7.168.1.55 yy_set_interactive `#define yy_set_interactive(
 is_interactive)`

Value:

```
{ \
if ( ! YY_CURRENT_BUFFER ){ \
    yyensure_buffer_stack (); \
    YY_CURRENT_BUFFER_LVALUE = \
        yy_create_buffer( yyin, YY_BUF_SIZE ); \
} \
YY_CURRENT_BUFFER_LVALUE->yy_is_interactive = is_interactive; \
}
```

7.168.1.56 YY_SKIP_YYWRAP `#define YY_SKIP_YYWRAP`

7.168.1.57 YY_START `#define YY_START (((yy_start) - 1) / 2)`

7.168.1.58 YY_START_STACK_INCR `#define YY_START_STACK_INCR 25`

7.168.1.59 YY_STATE_BUF_SIZE `#define YY_STATE_BUF_SIZE ((YY_BUF_SIZE + 2) * sizeof(yy_state_type))`

7.168.1.60 YY_STATE_EOF `#define YY_STATE_EOF(
 state) (YY_END_OF_BUFFER + state + 1)`

7.168.1.61 YY_STRUCT_YY_BUFFER_STATE #define YY_STRUCT_YY_BUFFER_STATE

7.168.1.62 YY_TYPEDEF_YY_BUFFER_STATE #define YY_TYPEDEF_YY_BUFFER_STATE

7.168.1.63 YY_TYPEDEF_YY_SIZE_T #define YY_TYPEDEF_YY_SIZE_T

7.168.1.64 YY_USER_ACTION #define YY_USER_ACTION loc.columns (yyleng);

7.168.1.65 yyconst #define yyconst const

7.168.1.66 yyless [1/2] #define yyless(
 n)

Value:

```
do \
{ \
    /* Undo effects of setting up yytext. */ \
    int yyless_macro_arg = (n); \
    YY_LESS_LINENO(yyless_macro_arg); \
    *yy_cp = (yy_hold_char); \
    YY_RESTORE_YY_MORE_OFFSET \
    (yy_c_buf_p) = yy_cp = yy_bp + yyless_macro_arg - YY_MORE_ADJ; \
    YY_DO_BEFORE_ACTION; /* set up yytext again */ \
} \
while ( 0 )
```

7.168.1.67 yyless [2/2] #define yyless(
 n)

Value:

```
do \
{ \
    /* Undo effects of setting up yytext. */ \
    int yyless_macro_arg = (n); \
    YY_LESS_LINENO(yyless_macro_arg); \
    yytext[yyleng] = (yy_hold_char); \
    (yy_c_buf_p) = yytext + yyless_macro_arg; \
    (yy_hold_char) = *(yy_c_buf_p); \
    *(yy_c_buf_p) = '\0'; \
    yyleng = yyless_macro_arg; \
} \
while ( 0 )
```

7.168.1.68 yymore `#define yymore() yymore_used_but_not_detected`

7.168.1.69 yynoreturn `#define yynoreturn`

7.168.1.70 YYSTATE `#define YYSTATE YY_START`

7.168.1.71 YYTABLES_NAME `#define YYTABLES_NAME "yytables"`

7.168.1.72 yyterminate `#define yyterminate() return YY_NULL`

7.168.1.73 yytext_ptr `#define yytext_ptr yytext`

7.168.1.74 yywrap [1/2] `#define yywrap() (/*CONSTCOND*/1)`

`begin_Includes_plugins begin_Includes:Variable end_Includes:Variable begin_Includes:Queue end_Includes:Queue begin_Includes:Formula end_Includes:Formula begin_Includes:Resource end_Includes:Resource begin_Includes:Set end_Includes:Set end_Includes_plugins`

7.168.1.75 yywrap [2/2] `#define yywrap() 1`

`begin_Includes_plugins begin_Includes:Variable end_Includes:Variable begin_Includes:Queue end_Includes:Queue begin_Includes:Formula end_Includes:Formula begin_Includes:Resource end_Includes:Resource begin_Includes:Set end_Includes:Set end_Includes_plugins`

7.168.2 Typedef Documentation

7.168.2.1 flex_int16_t `typedef short int flex_int16_t`

7.168.2.2 flex_int32_t typedef int flex_int32_t

7.168.2.3 flex_int8_t typedef signed char flex_int8_t

7.168.2.4 flex_uint16_t typedef unsigned short int flex_uint16_t

7.168.2.5 flex_uint32_t typedef unsigned int flex_uint32_t

7.168.2.6 flex_uint8_t typedef unsigned char flex_uint8_t

7.168.2.7 YY_BUFFER_STATE typedef struct yy_buffer_state* YY_BUFFER_STATE

7.168.2.8 YY_CHAR typedef flex_uint8_t YY_CHAR

7.168.2.9 yy_size_t typedef size_t yy_size_t

7.168.2.10 yy_state_type typedef int yy_state_type

7.168.3 Function Documentation

7.168.3.1 if() if (
 ! yy_init)

7.168.3.2 while() `while (`
 `1)`

`begin_Lexical:Resource`

`end_Lexical:Resource`

`begin_Lexical:Queue`

`end_Lexical:Queue`

`begin_Lexical:Set`

`end_Lexical:Set`

`begin_Lexical:EntityGroup`

`end_Lexical:EntityGroup`

`begin_LexicalLiterals:Variable`

`end_LexicalLiterals:Variable`

`begin_LexicalLiterals:Formula`

`end_LexicalLiterals:Formula`

`begin_LexicalLiterals:Queue`

`end_LexicalLiterals:Queue`

`begin_LexicalLiterals:Resource`

`end_LexicalLiterals:Resource`

`begin_LexicalLiterals:Set`

`end_LexicalLiterals:Set`

7.168.3.3 yy_create_buffer() `YY_BUFFER_STATE yy_create_buffer (`
 `FILE * file,`
 `int size)`

Allocate and initialize an input buffer state.

Parameters

<i>file</i>	A readable stream.
<i>size</i>	The character buffer size in bytes. When in doubt, use YY_BUF_SIZE.

Returns

the allocated buffer state.

7.168.3.4 yy_delete_buffer() `void yy_delete_buffer (`
YY_BUFFER_STATE *b*)

Destroy the buffer.

Parameters

<i>b</i>	a buffer created with yy_create_buffer()
----------	--

7.168.3.5 yy_flush_buffer() `void yy_flush_buffer (`
YY_BUFFER_STATE *b*)

Discard all buffered characters. On the next scan, YY_INPUT will be called.

Parameters

<i>b</i>	the buffer state to be flushed, usually YY_CURRENT_BUFFER.
----------	--

7.168.3.6 yy_scan_buffer() YY_BUFFER_STATE `yy_scan_buffer (`
char * *base*,
yy_size_t *size*)

Setup the input buffer state to scan directly from a user-specified character buffer.

Parameters

<i>base</i>	the character buffer
<i>size</i>	the size in bytes of the character buffer

Returns

the newly allocated buffer state object.

7.168.3.7 yy_scan_bytes() YY_BUFFER_STATE `yy_scan_bytes (`
const char * *yybytes*,
int *_yybytes_len*)

Setup the input buffer state to scan the given bytes. The next call to yylex() will scan from a *copy* of *bytes*.

Parameters

<i>yybytes</i>	the byte buffer to scan
<i>_yybytes_len</i>	the number of bytes in the buffer pointed to by <i>bytes</i> .

Returns

the newly allocated buffer state object.

7.168.3.8 yy_scan_string() `YY_BUFFER_STATE yy_scan_string (`
`const char * yyst``)`

Setup the input buffer state to scan a string. The next call to `yylex()` will scan from a *copy* of *str*.

Parameters

<code>yyst</code>	a NUL-terminated string to scan	
-------------------	---------------------------------	--

Returns

the newly allocated buffer state object.

Note

If you want to scan bytes that may contain NUL values, then use `yy_scan_bytes()` instead.

7.168.3.9 yy_switch_to_buffer() `void yy_switch_to_buffer (`
`YY_BUFFER_STATE new_buffer``)`

Switch to a different input buffer.

Parameters

<code>new_buffer</code>	The new input buffer.	
-------------------------	-----------------------	--

7.168.3.10 yyallocc() `void * yyallocc (`
`yy_size_t size``)`

7.168.3.11 yyfree() `void yyfree (`
`void * ptr``)`

7.168.3.12 yyget_debug() `int yyget_debug (`
`void``)`

7.168.3.13 `yyget_extra()` `YY_EXTRA_TYPE` `yyget_extra` (
 `void`)

7.168.3.14 `yyget_in()` `FILE *` `yyget_in` (
 `void`)

Get the input stream.

7.168.3.15 `yyget_leng()` `int` `yyget_leng` (
 `void`)

Get the length of the current token.

7.168.3.16 `yyget_lineno()` `int` `yyget_lineno` (
 `void`)

Get the current line number.

7.168.3.17 `yyget_out()` `FILE *` `yyget_out` (
 `void`)

Get the output stream.

7.168.3.18 `yyget_text()` `char *` `yyget_text` (
 `void`)

Get the current token.

7.168.3.19 `yylex_destroy()` `int` `yylex_destroy` (
 `void`)

7.168.3.20 `yypop_buffer_state()` `void` `yypop_buffer_state` (
 `void`)

Removes and deletes the top of the stack, if present. The next element becomes the new top.

7.168.3.21 `yypush_buffer_state()` `void` `yypush_buffer_state` (
 `YY_BUFFER_STATE` *new_buffer*)

Pushes the new state onto the stack. The new state becomes the current state. This function will allocate the stack if necessary.

Parameters

<i>new_buffer</i>	The new state.
-------------------	----------------

7.168.3.22 yyrealloc() `void * yyrealloc (`
 `void * ptr,`
 `yy_size_t size)`

7.168.3.23 yyrestart() `void yyrestart (`
 `FILE * input_file)`

Immediately switch to a different input stream.

Parameters

<i>input_file</i>	A readable stream.
-------------------	--------------------

Note

This function does not reset the start condition to `INITIAL`.

7.168.3.24 yyset_debug() `void yyset_debug (`
 `int debug_flag)`

7.168.3.25 yyset_extra() `void yyset_extra (`
 `YY_EXTRA_TYPE user_defined)`

7.168.3.26 yyset_in() `void yyset_in (`
 `FILE * _in_str)`

[Set](#) the input stream. This does not discard the current input buffer.

Parameters

<i>_in_str</i>	A readable stream.
----------------	--------------------

See also

[yy_switch_to_buffer](#)

7.168.3.27 yyset_lineno() void yyset_lineno (
int *_line_number*)

Set the current line number.

Parameters

<i>_line_number</i>	line number
---------------------	-------------

7.168.3.28 yyset_out() void yyset_out (
FILE * *_out_str*)

7.168.4 Variable Documentation

7.168.4.1 yy_act int yy_act

7.168.4.2 yy_bp char * yy_bp

7.168.4.3 yy_cp char* yy_cp

7.168.4.4 YY_DECL YY_DECL

Initial value:

```
{  
    yy\_state\_type yy_current_state
```

The main scanner function which does all the work.

7.168.4.5 yy_flex_debug int yy_flex_debug = 0

7.168.4.6 `yyin` `FILE * yyin = NULL`

7.168.4.7 `yyleng` `int yyleng`

7.168.4.8 `yylineno` `int yylineno = 1`

7.168.4.9 `yyout` `FILE * yyout = NULL`

7.168.4.10 `yytext` `char * yytext`

7.169 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵ RebornedGenESyS/Genesys-Simulator/source/parser/GenesysParser.cpp` File Reference

Namespaces

- [yy](#)

Macros

- `#define YY_(msgid) msgid`
- `#define YY_EXCEPTIONS 1`
- `#define YYRHSLOC(Rhs, K) ((Rhs)[K].location)`
- `#define YYLLOC_DEFAULT(Current, Rhs, N)`
- `#define YYCDEBUG if (yydebug_) (*yycdebug_)`
- `#define YY_SYMBOL_PRINT(Title, Symbol)`
- `#define YY_REDUCE_PRINT(Rule)`
- `#define YY_STACK_PRINT()`
- `#define yyerrok (yyerrstatus_ = 0)`
- `#define yyclearin (yyla.clear ())`
- `#define YYACCEPT goto yyacceptlab`
- `#define YYABORT goto yyabortlab`
- `#define YYERROR goto yyerrorlab`
- `#define YYRECOVERING() (!yyerrstatus_)`
- `#define YYCASE_(N, S)`

7.169.1 Macro Definition Documentation

7.169.1.1 YY_ #define YY_(
 msgid) *msgid*

7.169.1.2 YY_EXCEPTIONS #define YY_EXCEPTIONS 1

7.169.1.3 YY_REDUCE_PRINT #define YY_REDUCE_PRINT(
 Rule)

Value:

```
do {
  if (yydebug_)
    yy_reduce_print_ (Rule);
} while (false)
```

7.169.1.4 YY_STACK_PRINT #define YY_STACK_PRINT()

Value:

```
do {
  if (yydebug_)
    yy_stack_print_ ();
} while (false)
```

7.169.1.5 YY_SYMBOL_PRINT #define YY_SYMBOL_PRINT(
 Title,
 Symbol)

Value:

```
do {
  if (yydebug_)
  {
    *yycdebug_ « Title « ' ';
    yy_print_ (*yycdebug_, Symbol);
    *yycdebug_ « '\n';
  }
} while (false)
```

7.169.1.6 YYABORT #define YYABORT goto yyabortlab

7.169.1.7 YYACCEPT #define YYACCEPT goto yyacceptlab

7.169.1.8 YYCASE_ #define YYCASE_(
 N,
 S)

Value:

```
case N:                                \  
    yyformat = S;                    \  
break
```

7.169.1.9 YYCDEBUG #define YYCDEBUG *if* (yydebug_) (*yycdebug_)

7.169.1.10 yyclearin #define yyclearin (yyla.clear ())

7.169.1.11 yyerrok #define yyerrok (yyerrstatus_ = 0)

7.169.1.12 YYERROR #define YYERROR goto yyerrorlab

7.169.1.13 YYLLOC_DEFAULT #define YYLLOC_DEFAULT(
 Current,
 Rhs,
 N)

Value:

```
do                                     \  
if (N)                               \  
{                                     \  
    (Current).begin = YYRHSLOC (Rhs, 1).begin;  
    (Current).end   = YYRHSLOC (Rhs, N).end;  
}                                     \  
else                                  \  
{                                     \  
    (Current).begin = (Current).end = YYRHSLOC (Rhs, 0).end;  
}                                     \  
while (false)
```

7.169.1.14 YYRECOVERING #define YYRECOVERING() (!yyerrstatus_)

7.169.1.15 YYRHSLOC #define YYRHSLOC(
 Rhs,
 K) ((*Rhs*) [*K*].location)

7.170 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔ RebornedGenESyS/Genesys-Simulator/source/parser/GenesysParser.h File Reference

Classes

- class [yy::genesyspp_parser](#)
A Bison parser.
- class [yy::genesyspp_parser::value_type](#)
- struct [yy::genesyspp_parser::syntax_error](#)
Syntax errors thrown from user actions.
- struct [yy::genesyspp_parser::token](#)
Token kinds.
- struct [yy::genesyspp_parser::symbol_kind](#)
Symbol kinds.
- struct [yy::genesyspp_parser::basic_symbol< Base >](#)
- struct [yy::genesyspp_parser::by_kind](#)
Type access provider for token (enum) based symbols.
- struct [yy::genesyspp_parser::symbol_type](#)
"External" symbols: returned by the scanner.
- class [yy::genesyspp_parser::context](#)
- class [yy::genesyspp_parser::stack< T, S >::slice](#)
Present a slice of the top of a stack.

Namespaces

- [yy](#)

Macros

- `#define YY_CPLUSPLUS 199711L`
- `#define YY_MOVE`
- `#define YY_MOVE_OR_COPY copy`
- `#define YY_MOVE_REF(Type) Type&`
- `#define YY_RVREF(Type) const Type&`
- `#define YY_COPY(Type) const Type&`
- `#define YY_NOEXCEPT`
- `#define YY_NOTHROW throw ()`
- `#define YY_CONSTEXPR`
- `#define YY_ASSERT assert`
- `#define YY_ATTRIBUTE_PURE`
- `#define YY_ATTRIBUTE_UNUSED`
- `#define YY_USE(E) ((void) (E))`
- `#define YY_INITIAL_VALUE(Value) Value`
- `#define YY_IGNORE_MAYBE_UNINITIALIZED_BEGIN`
- `#define YY_IGNORE_MAYBE_UNINITIALIZED_END`
- `#define YY_IGNORE_USELESS_CAST_BEGIN`
- `#define YY_IGNORE_USELESS_CAST_END`
- `#define YY_CAST(Type, Val) ((Type) (Val))`
- `#define YY_REINTERPRET_CAST(Type, Val) ((Type) (Val))`
- `#define YYDEBUG 1`

7.170.1 Detailed Description

Define the yy::parser class.

7.170.2 Macro Definition Documentation

7.170.2.1 YY_ASSERT `#define YY_ASSERT assert`

7.170.2.2 YY_ATTRIBUTE_PURE `#define YY_ATTRIBUTE_PURE`

7.170.2.3 YY_ATTRIBUTE_UNUSED `#define YY_ATTRIBUTE_UNUSED`

7.170.2.4 YY_CAST `#define YY_CAST(
 Type,
 Val) ((Type) (Val))`

7.170.2.5 YY_CONSTEXPR `#define YY_CONSTEXPR`

7.170.2.6 YY_COPY `#define YY_COPY(
 Type) const Type&`

7.170.2.7 YY_CPLUSPLUS `#define YY_CPLUSPLUS 199711L`

7.170.2.8 YY_IGNORE_MAYBE_UNINITIALIZED_BEGIN `#define YY_IGNORE_MAYBE_UNINITIALIZED_BEGIN`

7.170.2.9 YY_IGNORE_MAYBE_UNINITIALIZED_END `#define YY_IGNORE_MAYBE_UNINITIALIZED_END`

7.170.2.10 YY_IGNORE_USELESS_CAST_BEGIN `#define YY_IGNORE_USELESS_CAST_BEGIN`

7.170.2.11 YY_IGNORE_USELESS_CAST_END `#define YY_IGNORE_USELESS_CAST_END`

7.170.2.12 YY_INITIAL_VALUE `#define YY_INITIAL_VALUE(
Value) Value`

7.170.2.13 YY_MOVE `#define YY_MOVE`

7.170.2.14 YY_MOVE_OR_COPY `#define YY_MOVE_OR_COPY copy`

7.170.2.15 YY_MOVE_REF `#define YY_MOVE_REF(
Type) Type&`

7.170.2.16 YY_NOEXCEPT `#define YY_NOEXCEPT`

7.170.2.17 YY_NOTHROW `#define YY_NOTHROW throw ()`

7.170.2.18 YY_REINTERPRET_CAST `#define YY_REINTERPRET_CAST(
Type,
Val) ((Type) (Val))`

7.170.2.19 YY_RVREF `#define YY_RVREF(
Type) const Type&`

7.170.2.20 YY_USE `#define YY_USE(
E) ((void) (E))`

7.170.2.21 YYDEBUG `#define YYDEBUG 1`

7.171 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵` **RebornedGenESyS/Genesys-Simulator/source/parser/location.hh** File Reference

Classes

- class `yy::position`
A point in a source file.
- class `yy::location`
Two points in a source file.

Namespaces

- `yy`

Macros

- `#define YY_NULLPTR ((void*)0)`

Functions

- `position & yy::operator+= (position &res, position::counter_type width)`
Add width columns, in place.
- `position yy::operator+ (position res, position::counter_type width)`
Add width columns.
- `position & yy::operator-= (position &res, position::counter_type width)`
Subtract width columns, in place.
- `position yy::operator- (position res, position::counter_type width)`
Subtract width columns.
- `template<typename YYChar >
std::basic_ostream< YYChar > & yy::operator<< (std::basic_ostream< YYChar > &ostr, const position
&pos)`
Intercept output stream redirection.
- `location & yy::operator+= (location &res, const location &end)`
Join two locations, in place.
- `location yy::operator+ (location res, const location &end)`
Join two locations.

- location & [yy::operator+=](#) (location &res, location::counter_type width)
Add width columns to the end position, in place.
- location [yy::operator+](#) (location res, location::counter_type width)
Add width columns to the end position.
- location & [yy::operator-=](#) (location &res, location::counter_type width)
Subtract width columns to the end position, in place.
- location [yy::operator-](#) (location res, location::counter_type width)
Subtract width columns to the end position.
- template<typename YYChar >
 std::basic_ostream< YYChar > & [yy::operator<<](#) (std::basic_ostream< YYChar > &ostr, const location
 &loc)
Intercept output stream redirection.

7.171.1 Detailed Description

Define the [yy::location](#) class.

7.171.2 Macro Definition Documentation

7.171.2.1 [YY_NULLPTR](#) `#define YY_NULLPTR ((void*)0)`

7.172 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/parser/obj_t.cpp File Reference

7.173 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/parser/obj_t.h File Reference

Classes

- class [obj_t](#)

7.174 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/parser/position.hh File Reference

7.175 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/parser/stack.hh File Reference

7.176 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/plugins/components/Access.cpp
 File Reference

7.177 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
 RebornedGenESyS/Genesys-Simulator/source/plugins/components/Access.h
 File Reference

Classes

- class [Access](#)

7.178 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Assign.cpp`
File Reference

7.179 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Assign.h` File Reference

Classes

- class [Assign](#)

7.180 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Batch.cpp`
File Reference

7.181 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Batch.h` File Reference

Classes

- class [Batch](#)

7.182 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Cellular↔
Automata.cpp` File Reference

7.183 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Cellular↔
Automata.h` File Reference

Classes

- class [CellularAutomata](#)

7.184 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Cpp↔
ForG.cpp` File Reference

7.185 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/CppForG.h`
File Reference

Classes

- class [CppForG](#)

7.186 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Create.cpp
File Reference

7.187 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Create.h File
Reference

Classes

- class [Create](#)

7.188 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Decide.cpp
File Reference

7.189 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Decide.h File
Reference

Classes

- class [Decide](#)

7.190 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Delay.cpp
File Reference

7.191 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Delay.h File
Reference

Classes

- class [Delay](#)
- struct [Delay::DEFAULT_VALUES](#)

7.192 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Dispose.cpp
File Reference

7.193 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Dispose.h
File Reference

Classes

- class [Dispose](#)

7.194 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/DropOff.cpp
File Reference

7.195 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/DropOff.h
File Reference

Classes

- class [DropOff](#)

7.196 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Dummy↵
Component.cpp File Reference

7.197 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Dummy↵
Component.h File Reference

Classes

- class [DummyComponent](#)

7.198 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Enter.cpp
File Reference

7.199 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Enter.h File
Reference

Classes

- class [Enter](#)

7.200 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Exit.cpp File
Reference

7.201 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Exit.h File
Reference

Classes

- class [Exit](#)

7.202 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Hold.cpp
File Reference

7.203 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Hold.h File
Reference

Classes

- class [Hold](#)

7.204 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Leave.cpp
File Reference

7.205 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Leave.h File
Reference

Classes

- class [Leave](#)

7.206 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/LSODE.cpp
File Reference

7.207 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/LSODE.h
File Reference

Classes

- class [LSODE](#)

7.208 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Markov↔
Chain.cpp File Reference

7.209 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Markov↔
Chain.h File Reference

Classes

- class [MarkovChain](#)

7.210 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/Match.cpp](#)
File Reference

7.211 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/Match.h](#) File Reference

Classes

- class [Match](#)

7.212 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/OLD_↵](#)
[ODEelement.cpp](#) File Reference

7.213 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/OLD_↵](#)
[ODEelement.h](#) File Reference

Classes

- class [ODEfunction](#)
- class [OLD_ODEelement](#)

7.214 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/Pick↵](#)
[Station.cpp](#) File Reference

7.215 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/Pick↵](#)
[Station.h](#) File Reference

Classes

- class [PickStation](#)

7.216 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickUp.cpp](#)
File Reference

7.217 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵](#)
[RebornedGenESyS/Genesys-Simulator/source/plugins/components/PickUp.h](#)
File Reference

Classes

- class [PickUp](#)

7.218 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Process.cpp
File Reference

7.219 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Process.h
File Reference

Classes

- class [Process](#)

7.220 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Queueable↵↵
Item.cpp File Reference

7.221 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Queueable↵↵
Item.h File Reference

Classes

- class [QueueableItem](#)

7.222 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Record.cpp
File Reference

7.223 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Record.h
File Reference

Classes

- class [Record](#)

7.224 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Release.cpp
File Reference

7.225 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Release.h
File Reference

Classes

- class [Release](#)

7.226 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Remove.cpp`
File Reference

7.227 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Remove.h`
File Reference

Classes

- class [Remove](#)

7.228 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Route.cpp`
File Reference

7.229 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Route.h` File Reference

Classes

- class [Route](#)

7.230 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Search.cpp`
File Reference

7.231 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Search.h` File Reference

Classes

- class [Search](#)

7.232 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seizable↵
Item.cpp` File Reference

7.233 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seizable↵
Item.h` File Reference

Classes

- class [SeizableItem](#)

7.234 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seize.cpp
File Reference

7.235 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Seize.h File
Reference

Classes

- class [WaitingResource](#)
- class [Seize](#)
- struct [Seize::DEFAULT_VALUES](#)

7.236 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/↵
Separate.cpp File Reference

7.237 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Separate.h
File Reference

Classes

- class [Separate](#)

7.238 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Signal.cpp
File Reference

7.239 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Signal.h File
Reference

Classes

- class [Signal](#)

7.240 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Start.cpp
File Reference

7.241 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Start.h File
Reference

Classes

- class [Start](#)

7.242 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Stop.cpp`
File Reference

7.243 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Stop.h` File Reference

Classes

- class [Stop](#)

7.244 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Store.cpp`
File Reference

7.245 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Store.h` File Reference

Classes

- class [Store](#)

7.246 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/↵
Submodel.cpp` File Reference

7.247 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Submodel.h`
File Reference

Classes

- class [Submodel](#)

7.248 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Unstore.cpp`
File Reference

7.249 `/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Unstore.h`
File Reference

Classes

- class [Unstore](#)

7.250 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Write.cpp
File Reference

7.251 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/components/Write.h File
Reference

Classes

- class [Write](#)

7.252 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/AssignmentItem.cpp
File Reference

7.253 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/AssignmentItem.h
File Reference

Classes

- class [Assignment](#)

7.254 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/CppCode.cpp File
Reference

7.255 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/CppCode.h File
Reference

Classes

- class [CppCode](#)
- class [CppCode::CodeResult](#)

7.256 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/DummyElement.cpp
File Reference

7.257 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/plugins/data/DummyElement.h
File Reference

Classes

- class [DummyElement](#)

7.258 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/EntityGroup.cpp](#) File
Reference

7.259 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/EntityGroup.h](#) File
Reference

Classes

- class [EntityGroup](#)

7.260 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Failure.cpp](#) File
Reference

7.261 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Failure.h](#) File
Reference

Classes

- class [Failure](#)

7.262 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/File.cpp](#) File
Reference

7.263 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/File.h](#) File Reference

Classes

- class [File](#)

7.264 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Formula.cpp](#) File
Reference

7.265 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Formula.h](#) File
Reference

Classes

- class [Formula](#)

7.266 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Label.cpp File
Reference

7.267 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Label.h File
Reference

Classes

- class [Label](#)

7.268 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Queue.cpp File
Reference

7.269 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Queue.h File
Reference

Classes

- class [Waiting](#)
- class [Queue](#)

7.270 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Resource.cpp File
Reference

7.271 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Resource.h File
Reference

Classes

- class [Resource](#)

7.272 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Schedule.cpp File
Reference

7.273 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Schedule.h File
Reference

Classes

- class [Schedule](#)

7.274 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Sequence.cpp](#) File
Reference

7.275 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Sequence.h](#) File
Reference

Classes

- class [SequenceStep](#)
- class [Sequence](#)

7.276 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Set.cpp](#) File
Reference

7.277 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Set.h](#) File Reference

Classes

- class [Set](#)

7.278 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Station.cpp](#) File
Reference

7.279 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Station.h](#) File
Reference

Classes

- class [Station](#)

7.280 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Storage.cpp](#) File
Reference

7.281 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Storage.h](#) File
Reference

Classes

- class [Storage](#)

7.282 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Variable.cpp File
Reference

7.283 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/plugins/data/Variable.h File
Reference

Classes

- class [Variable](#)

7.284 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/DataAnalyser_if.h File
Reference

Classes

- class [DataAnalyser_if](#)

7.285 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/Fitter_if.h File Reference

Classes

- class [Fitter_if](#)

7.286 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/FitterDummyImpl.cpp File
Reference

7.287 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/FitterDummyImpl.h File
Reference

Classes

- class [FitterDummyImpl](#)

7.288 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/HypothesisTester_if.h File
Reference

Classes

- class [HypothesisTester_if](#)
- class [HypothesisTester_if::ConfidenceInterval](#)
- class [HypothesisTester_if::TestResult](#)

Typedefs

- typedef bool(* [checkProportionFunction](#)) (double value)

7.288.1 Typedef Documentation

7.288.1.1 [checkProportionFunction](#) `typedef bool(* checkProportionFunction) (double value)`

7.289 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/tools/HypothesisTesterDefault↵
Impl1.cpp File Reference](#)

7.290 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/tools/HypothesisTesterDefault↵
Impl1.h File Reference](#)

Classes

- class [HypothesisTesterDefaultImpl1](#)

7.291 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/tools/ProbabilityDistribution.cpp
File Reference](#)

7.292 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/tools/ProbabilityDistribution.h File
Reference](#)

Classes

- class [ProbabilityDistribution](#)

7.293 [/home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↵
RebornedGenESyS/Genesys-Simulator/source/tools/solver_if.h File Reference](#)

Classes

- class [Solver_if](#)

7.294 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/SolverDefaultImpl1.cpp File
Reference

7.295 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/SolverDefaultImpl1.h File
Reference

Classes

- class [SolverDefaultImpl1](#)

7.296 /home/rlcancian/Laboratory/Software_Lab/IA32_Architecture/GccProjects/↔
RebornedGenESyS/Genesys-Simulator/source/tools/TraitsTools.h File Reference

Classes

- struct [TraitsTools< T >](#)
- struct [TraitsTools< Solver_if >](#)
- struct [TraitsTools< HypothesisTester_if >](#)
- struct [TraitsTools< Fitter_if >](#)

