

«interface»

Simulator

+ statusStopped: int {frozen}
+ statusStepComplete: int {frozen}
+ statusLastComplete: int {frozen}
+ statusCurrentlyDisabled: int {frozen}
+ statusDisabled: int {frozen}

isActive(): boolean
startRun()
stopRun()
terminateRun()
step(): int
refresh()

1..*

simulators



ParallelSimulator



SequentialSimulator



ConcurrentSimulator