

«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