

NewSimulatorRdr

```
# m_resource  
# m_record_id  
# m_type  
# m_entity_path  
# m_is_fru  
# m_id_string  
- m_populate
```

```
+ NewSimulatorRdr()  
+ NewSimulatorRdr()  
+ ~NewSimulatorRdr()  
+ Resource()  
+ RecordId()  
+ Type()  
+ IsFru()  
+ IdString()  
+ IdString()  
+ EntityPath()  
+ Domain()  
+ CreateRdr()  
+ Num()  
+ Dump()  
+ Populate()
```



NewSimulatorFumi

```
- m_fumi_rec  
- m_spec_info  
- m_impact_data  
- m_dis_rb  
- m_banks
```

```
+ NewSimulatorFumi()  
+ NewSimulatorFumi()  
+ ~NewSimulatorFumi()  
+ Num()  
+ SetData()  
+ SetInfo()  
+ SetBankSource()  
+ SetBankTarget()  
+ SetBankLogical()  
+ CreateRdr()  
+ GetSpecInfo()  
+ GetImpact()  
+ SetSource()  
+ ValidateSource()  
+ GetSource()  
+ GetComponentSource()  
+ GetTarget()  
+ GetComponentTarget()  
+ GetTargetLogical()  
+ GetComponentTargetLogical()  
+ StartBackup()  
+ SetOrder()  
+ CopyBank()  
+ Install()  
+ GetStatus()  
+ VerifyTarget()  
+ VerifyTargetMain()  
+ CancelUpgrade()  
+ GetRollbackFlag()  
+ SetRollbackFlag()  
+ Rollback()  
+ Activate()  
+ Activate()  
+ Cleanup()  
+ Dump()  
- GetOrAddBank()  
- GetBank()
```