



```

classDiagram
    class cArray {
        - m_array
        - m_num
        - m_size
        - m_resize
        + cArray()
        + cArray()
        + ~cArray()
        + Add()
        + Rem()
        + RemAll()
        + operator[]()
        + operator[]()
        + operator+=()
        + operator-=()
        + Num()
        + Find()
        + Sort()
        + Search()
        + Clear()
        + Insert()
        + operator=()
    }
  
```

```

classDiagram
    class NewSimulatorFile {
        - m_version
        - m_file
        - m_mode
        - m_depth
        - m_tokens
        + NewSimulatorFile()
        + ~NewSimulatorFile()
        + Open()
        + Discover()
        + Mode()
        - process_configuration_token()
        - process_rpt_token()
        - process_rpt_info()
        - process_rdr_token()
        - process_empty()
    }
  
```

```

classDiagram
    class cThreadLock {
        # m_lock
        + cThreadLock()
        + ~cThreadLock()
        + Lock()
        + Unlock()
        + TryLock()
    }
  
```

```

classDiagram
    class cThreadLockRw {
        # m_rwlock
        + cThreadLockRw()
        + ~cThreadLockRw()
        + ReadLock()
        + ReadUnlock()
        + TryReadLock()
        + WriteLock()
        + WriteUnlock()
        + TryWriteLock()
        + CheckLock()
    }
  
```

```

classDiagram
    class NewSimulatorTextBuffer {
        # m_buffer
        + NewSimulatorTextBuffer()
        + NewSimulatorTextBuffer()
        + NewSimulatorTextBuffer()
        + Clear()
        + operator SaHpiTextBufferT()
        + DataLength()
        + CheckAscii()
        + SetAscii()
        + GetAscii()
        + operator==(())
        + operator!=(())
        # BinaryToAscii()
        # BcdPlusToAscii()
        # Ascii6ToAscii()
        # LanguageToAscii()
        # AsciiToBcdPlus()
        # AsciiToAscii6()
        # AsciiToLanguage()
    }
  
```

```

classDiagram
    class NewSimulatorEventLog {
        - capability
        + NewSimulatorEventLog()
        + ~NewSimulatorEventLog()
        + IfELGetInfo()
        + IfELSetState()
        + IfELGetState()
        + IfELSetTime()
        + IfELAddEntry()
        + IfELGetEntry()
        + IfELClear()
        + IfELOverflow()
        + IfELGetCaps()
    }
  
```

```

classDiagram
    class NewSimulatorDomain {
        + m_initial_discover_lock
        + m_initial_discover
        # m_file
        # m_did
        # m_domain_tag
        # m_insert_timeout
        # m_extract_timeout
        # m_own_domain
        # m_handler_id
        # m_running_wdt
        # m_running_fumi
        # m_major_version
        # m_minor_version
        # m_lock
        # m_resources
        + DomainId()
        + InsertTimeout()
        + ExtractTimeout()
        + HandlerId()
        + HasRunningWdt()
        + HasRunningFumi()
        + SetRunningWdt()
        + SetRunningFumi()
        + ReadLock()
        + ReadUnlock()
        + WriteLock()
        + WriteUnlock()
        + CheckLock()
        + Num()
        + AddResource()
        + CleanupResource()
        + RemResource()
        + GetResource()
        + FindResource()
        + FindResource()
        + NewSimulatorDomain()
        + ~NewSimulatorDomain()
        + Init()
        + Cleanup()
        + VerifyResource()
        + VerifyRdr()
        + VerifySensor()
        + VerifyControl()
        + VerifyAnnunciator()
        + VerifyWatchdog()
        + VerifyFumi()
        + VerifyDimi()
        + VerifyInventory()
        + AddHpiEvent()
        + GetHpiEventList()
        + EntityRoot()
        + GetHandler()
        + FindResource()
        + Dump()
    }
  
```

m_resources m_initial_discover_lock m_file m_lock m_domain_tag