

```
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()
```

```
cArray< NewSimulatorFumiBank >
- 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=()
```

```
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()
```



m\_banks