

## cThread

# m\_thread  
# m\_main  
# m\_state

+ cThread()  
+ cThread()  
+ ~cThread()  
+ Start()  
+ Wait()  
+ IsRunning()  
+ IsMain()  
+ GetThread()  
# Run()  
# Exit()  
# Thread()



## NewSimulatorTimerThread

+ m\_exit  
# m\_running  
- m\_timeout  
- m\_start

+ NewSimulatorTimerThread()  
+ ~NewSimulatorTimerThread()  
+ Stop()  
+ Reset()  
# Run()  
# TriggerAction()



## NewSimulatorHotSwap

- m\_insert\_time  
- m\_extract\_time  
- m\_start  
- m\_running  
- m\_state  
- m\_res

+ NewSimulatorHotSwap()  
+ NewSimulatorHotSwap()  
+ ~NewSimulatorHotSwap()  
+ Dump()  
+ GetState()  
+ GetExtractTimeout()  
+ StartResource()  
+ SetTimeouts()  
+ CancelPolicy()  
+ SetActive()  
+ SetInactive()  
+ GetExtractTimeout()  
+ SetExtractTimeout()  
+ GetState()  
+ ActionRequest()  
# TriggerAction()  
- TriggerTransition()  
- SendEvent()