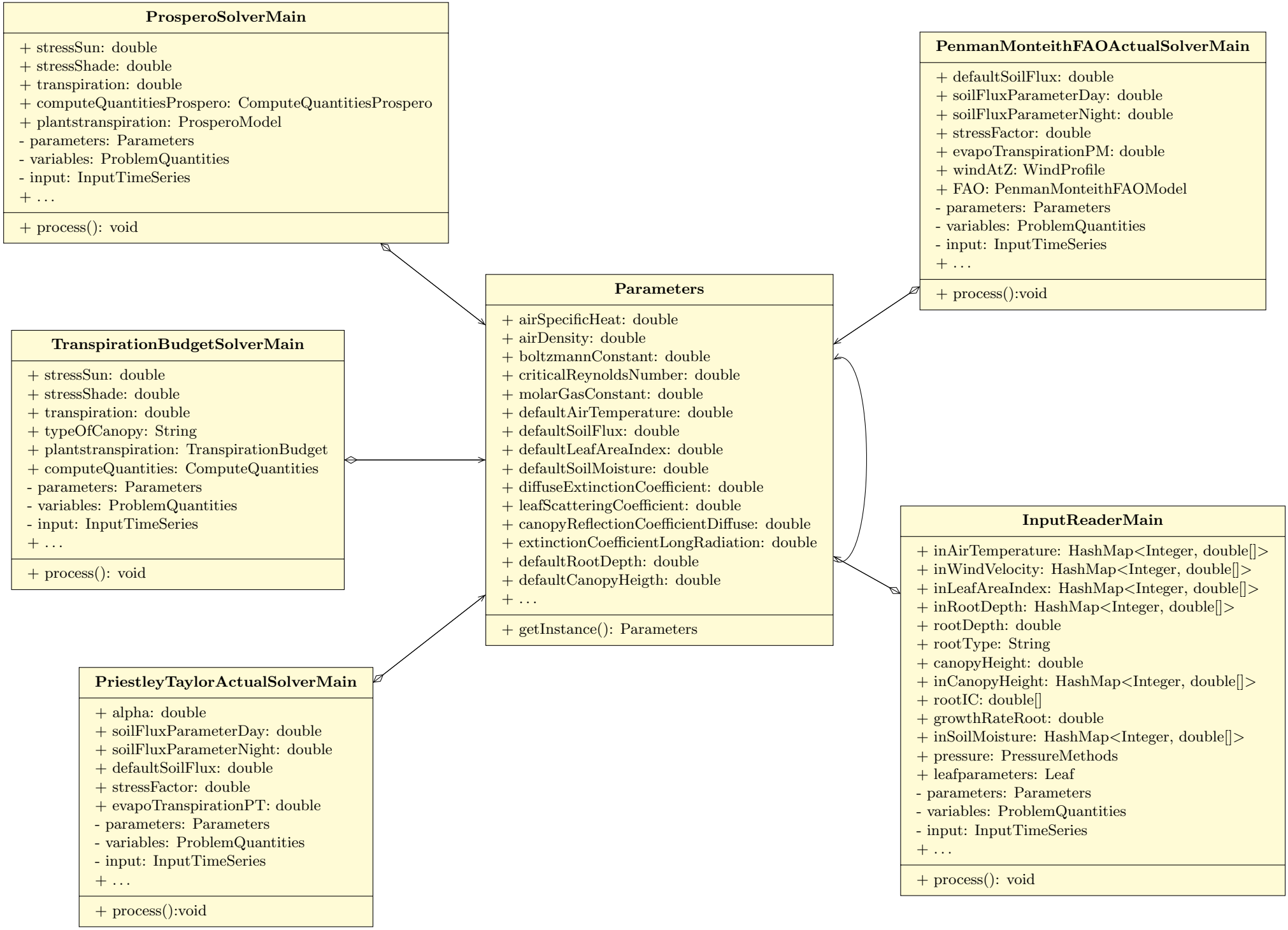
ProsperoSolverMain
+ stressSun: double
+ stressShade: double
+ transpiration: double
+ computeQuantitiesProspero: ComputeQuantitiesProspero
+ plantstranspiration: ProsperoModel
- parameters: Parameters
- variables: ProblemQuantities
- input: InputTimeSeries
+ ...
+ process(): void
PenmanMonteithFAOActualSolverMain
+ defaultSoilFlux: double
+ soilFluxParameterDay: double
+ soilFluxParameterNight: double
+ stressFactor: double
+ evapoTranspirationPM: double
+ windAtZ: WindProfile
+ FAO: PenmanMonteithFAOModel
- parameters: Parameters
- variables: ProblemQuantities
- input: InputTimeSeries
+ ...
+ process():void
Parameters
+ airSpecificHeat: double
+ airDensity: double
+ boltzmannConstant: double
+ criticalReynoldsNumber: double
+ molarGasConstant: double
+ defaultAirTemperature: double
+ defaultSoilFlux: double
+ defaultLeafAreaIndex: double
+ defaultSoilMoisture: double
+ diffuseExtinctionCoefficient: double
+ leafScatteringCoefficient: double
+ canopyReflectionCoefficientDiffuse: double
+ extinctionCoefficientLongRadiation: double
+ defaultRootDepth: double
+ defaultCanopyHeigth: double
+ ...
+ getInstance(): Parameters
TranspirationBudgetSolverMain
+ stressSun: double
+ stressShade: double
+ transpiration: double
+ typeOfCanopy: String
+ plantstranspiration: TranspirationBudget
+ computeQuantities: ComputeQuantities
- parameters: Parameters
- variables: ProblemQuantities
- input: InputTimeSeries
+ ...
+ process(): void
InputReaderMain
+ inAirTemperature: HashMap<Integer, double[]>
+ inWindVelocity: HashMap<Integer, double[]>
+ inLeafAreaIndex: HashMap<Integer, double[]>
+ inRootDepth: HashMap<Integer, double[]>
+ rootDepth: double
+ rootType: String
+ canopyHeight: double
+ inCanopyHeight: HashMap<Integer, double[]>
+ rootIC: double[]
+ growthRateRoot: double
+ inSoilMoisture: HashMap<Integer, double[]>
+ pressure: PressureMethods
+ leafparameters: Leaf
- parameters: Parameters
- variables: ProblemQuantities
- input: InputTimeSeries
+ ...
+ process(): void
PriestleyTaylorActualSolverMain
+ alpha: double
+ soilFluxParameterDay: double
+ soilFluxParameterNight: double
+ defaultSoilFlux: double
+ stressFactor: double
+ evapoTranspirationPT: double
- parameters: Parameters
- variables: ProblemQuantities
- input: InputTimeSeries
+ ...
+ process():void