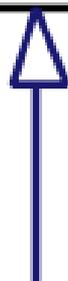## NewSimulatorFileUtil

---

\# m_scanner

+ NewSimulatorFileUtil()
+ NewSimulatorFileUtil()
+ ~NewSimulatorFileUtil()
+ process_textbuffer()
+ process_textbuffer()
+ process_entity()
+ process_hexstring()

NewSimulatorFileRdr

\# m_depth
\# m_rdr

+ NewSimulatorFileRdr()
+ ~NewSimulatorFileRdr()
+ process_rdr_token()
+ process_token()