BoundaryStrategy # side + BoundaryStrategy() + distance() + relative_pos() #boundary_strategy

Dispersal

- # disp rate
- # max_disp
- # connec_indices
- # connec_weights
- + Dispersal()
 - + ~Dispersal()
 - + set_connecs()
 - + adults_disperse()
 - # M_dispersing_out()
 # F_dispersing_out()

RadialDispersal

- connec_weights_sum
- + RadialDispersal()
- + set_connecs()
- + adults_disperse()
- compute_connecs()
- compute_interval_union()
- wrap_around()
- get_sorted_positions()compute_distances()