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

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()