BoundaryStrategy

side_x

side_y

+ BoundaryStrategy()

+ ~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_site()