BoundaryStrategy

side

- + 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()