

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()

Aestivation
- psi
- mu_aes
- t_hide1
- t_hide2
- t_wake1
- t_wake2
- aes_F
+ Aestivation()
+ hide()
+ wake()
+ is_hide_time()
+ is_wake_time()

GDRRelease
# num_driver_M
# release_times
+ GDRRelease()
+ ~GDRRelease()
+ release_gene_drive()
# is_release_time()
# select_driver_sites()
# put_driver_sites()

Seasonality
# alpha1
+ Seasonality()
+ ~Seasonality()
+ alpha()

InitialPopsParams
+ initial_WJ
+ initial_WM
+ initial_WV
+ initial_WF

-dispersal

-aestivation

-gd\_release

-seasonality

-initial\_pops

Model
- sites
- day_sim
- num_pat
- side_x
- side_y
- min_dev
- dev_duration_probs
- inher_fraction
- alpha0_mean
- alpha0_variance
+ Model()
+ Model()
+ ~Model()
+ initiate()
+ run()
+ calculate_tot_J()
+ calculate_tot_M()
+ calculate_tot_V()
+ calculate_tot_F()
+ calculate_tot_M_gen()
+ get_sites()
+ get_day()
+ get_alpha()
- alpha0()
- populate_sites()
- set_dev_duration_probs()
- run_step()
- juv_get_older()
- adults_die()
- virgins_mate()
- lay_eggs()
- juv_eclose()