BoundaryStrategy

side

- + BoundaryStrategy()
- + distance()

#boundary_strategy

Dispersal

- # disp rate
- # max disp
- # connec indices
- # connec weights
- + Dispersal()
- + ~Dispersal()
- + set connecs()
- + adults_disperse()
- # M_dispersing_out()
- # F_dispersing_out()

DistanceKernelDispersal

- + DistanceKernelDispersal()
- + set_connecs()
- + adults_disperse()
- compute_connecs()