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()