BoundaryStrategy # side + BoundaryStrategy() + distance() #boundary_strategy Aestivation Dispersal - psi # disp_rate - mu_aes **GDRelease** # max_disp - t_hide1 # num_driver_M InitialPopsParams # connec_indices - t_hide2 # release_times Seasonality initial_WJ # connec weights - t wake1 # alpha1 initial_WM + GDRelease() + + Dispersal() - t_wake2 + release_gene_drive() + Seasonality() $initial_WV$ - aes_F + ~Dispersal() # is_release_time() + alpha() initial_WF + Aestivation() + set_connecs() # select_driver_sites() + adults_disperse() + hide() # put driver sites() # M_dispersing_out() + wake() # F_dispersing_out() + is_hide_time() + is_wake_time() -dispersal -aestivation -gd_release seasonality -initial_pops Model - sites - day_sim - num_pat - side - 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()