

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()

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

GDRelease
- driver_start
- num_driver_M
- num_driver_sites
+ GDRelease()
+ release_gene_drive()
+ is_release_time()
- select_driver_sites()
- put_driver_sites()

InitialPopsParams
+ initial_WJ
+ initial_WM
+ initial_WV
+ initial_WF

-dispersal

-aestivation

-gd_release

-initial_pops

Model
- sites
- num_pat
- side
- min_dev
- dev_duration_probs
+ Model()
+ ~Model()
+ initiate()
+ run()
+ calculate_tot_J()
+ calculate_tot_M()
+ calculate_tot_V()
+ calculate_tot_F()
+ calculate_tot_M_gen()
+ get_sites()
- populate_sites()
- set_dev_duration_probs()
- run_step()
- juv_get_older()
- adults_die()
- virgins_mate()
- lay_eggs()
- juv_eclose()