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()

DistanceKernelDispersal

- + DistanceKernelDispersal()
- + set_connecs()
- + adults disperse()
- compute_connecs()