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()