

Biome

- lowTemp
- highTemp
- currentTemp
- vegetationLevel
- treeLevel
- wildlifeLevel
- EnBiome
- name

- + operator==()
- + operator!=()
- + operator=()
- + Biome()
- + Biome()
- + setTemperatureLimits()
- + setBiome()
- + setBiomeName()
- + setCurrentTemp()
- + setVegetationLevel()
- and 10 more...