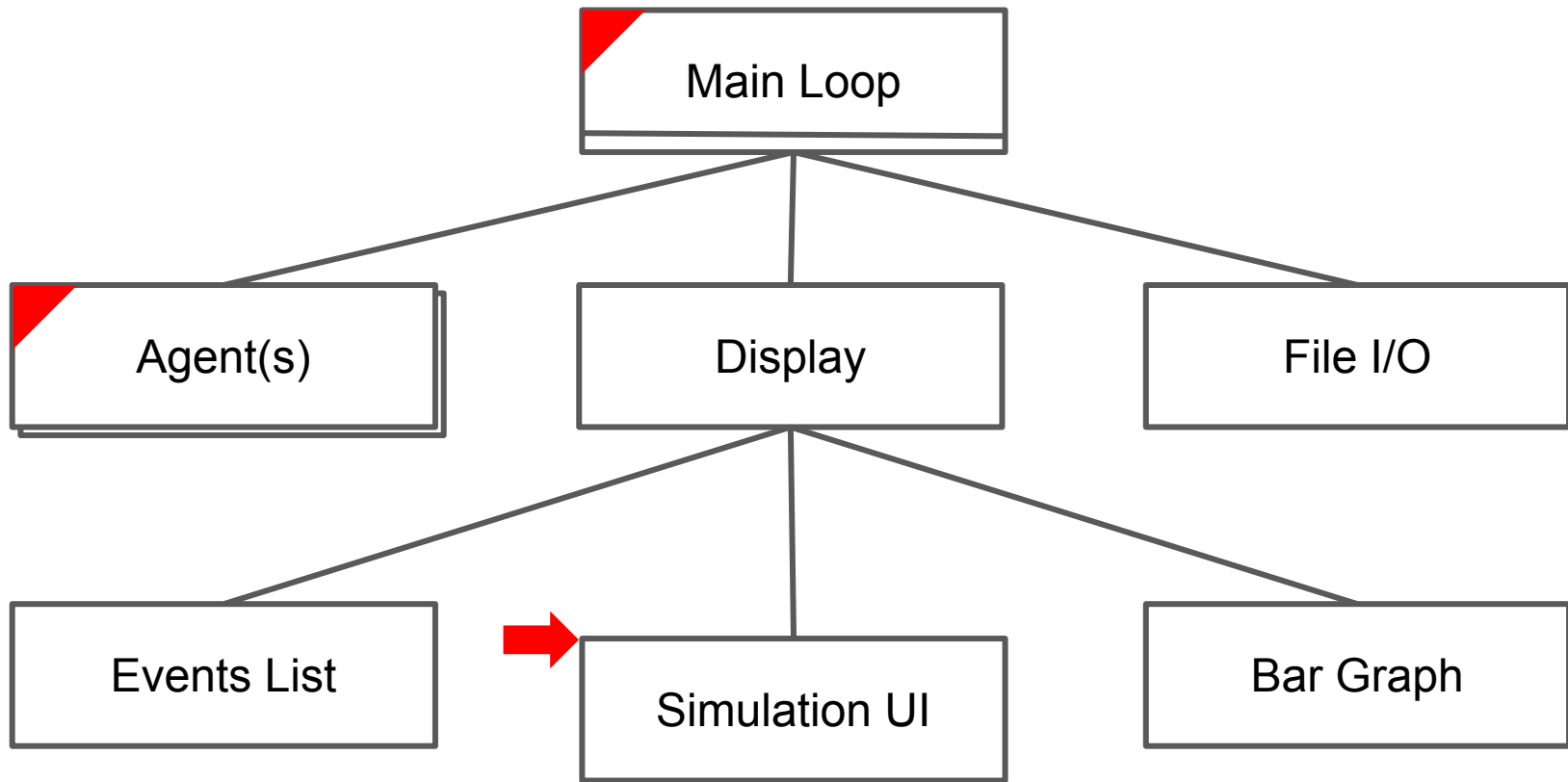


# Project 4

# Design

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 **Trigger:** updates from mouse & keyboard input

- Main Loop: entry point of the program, updates simulation display
- Agent: represents a member of the vulnerable population, updates on its own thread based on neighbor states and disease parameters
- File I/O: Fetches simulation settings & disease parameters from config files, also writes disease parameters to user-selected file
- Display: encapsulates all GUI objects which are updated in main loop
- Simulation UI: displays simulation space & menu, allows disease parameters to be updated via mouse & keyboard input while running
- Events List: states the last 5 state changes which occurred, as well as when they occurred
- Bar Graph: displays the amount of agents which are currently in a specific state, updates as agents undergo state changes