Redesign velocity calculation classes

Implement travel time calculations

State pattern singleton pattern

When an object assigned to a variable, will change that variable also change the object?

Helper h = helper\_obj

Later h gets changed will also change helper\_obj?

Need to make helper as a singleton.

PTMEnv should be considered as a singalton

Nodeid and wbId have to be Integer class when instantiate a behavior class

Survival and swimming setNodeInfo, setWbinfo, updateCurrentInfo

Check add behavior for all code

Behavior file name not confused with other behavior file