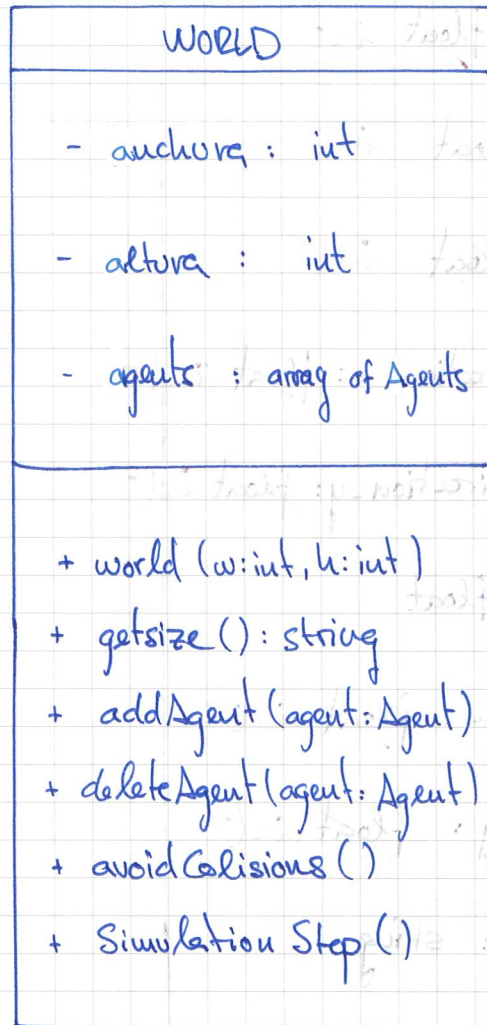


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SEMINARI 1 - COP

Exl.

①



DIAGRAMA

UML

Agents: 2

Agents: 2

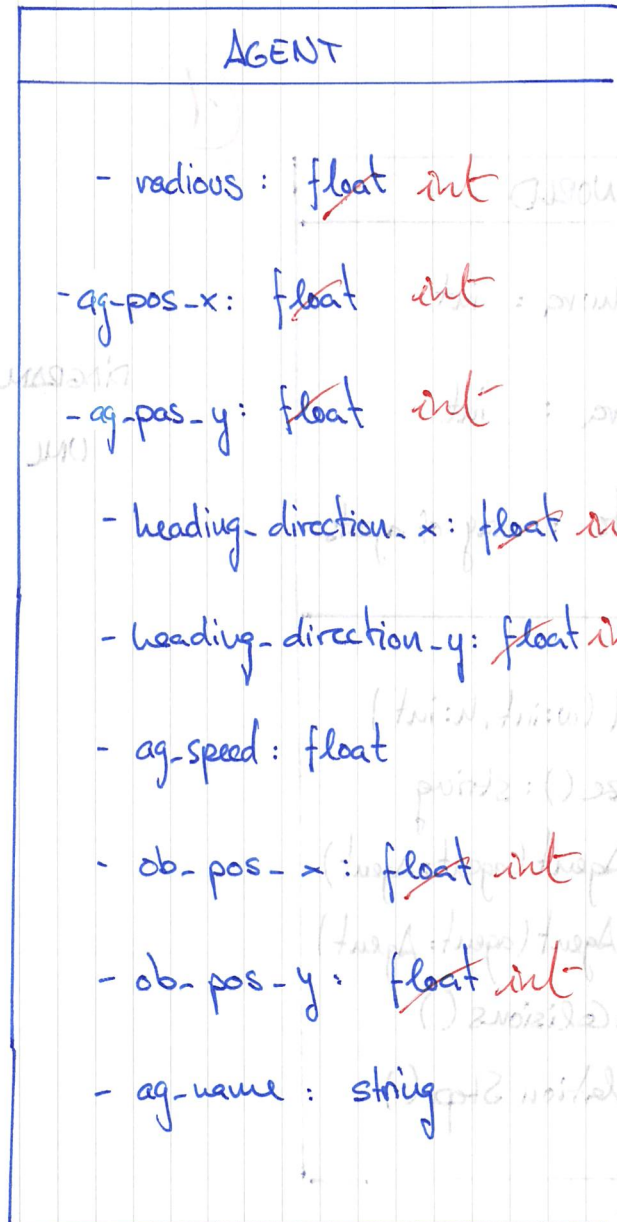
Types: 0.5

Constructor + arguments: 1.5

Methods + arguments + type devoluto: 3.5

Ex 2:

Viabilitat: 1



Atributs

## Mètodes

```

+ agent (r: float, p-x: float,
         p-y: float, hp-x: float,
         hp-y: float, ag-speed: float,
         ob-pos-x: float, ob-pos-y: float,
         ag-name: string)

```

```

+ speeds (s: float)

```

```

+ pos-readed (a: agent): bool

```

```

+ set-new-objective (a: agent)

```

```

+ collision-central (a1: agent,
                    a2: agent): bool

```

```

+ move-agent (a: agent, p-x: float,
              p-y: float)

```

```

+ change-direction (a: agent,
                    hp-x: float, hp-y: float)

```

! abreviacions:

r → radi

p → posició

hp → head position

ob → objective

⇒ Q5: Podem iterar mitjançant l'ús de la operació 'for' pels agents, comprovar si colisionen, i en cas de colisió canviar la velocitat.

