	CARLO MARGILO	ABBILLO , ADRIA SORI	4 MOUNA
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+ avoid Col	lisions ()		
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scribby alone Alone Town Town subfittebents: 2 Topus: 05 Constructor + arguments: 15 Mèlèdes + arguments + logus devoluss: 3'5 Ex Z: Vindeletat: 1 AGENT - vadious: float int -ag-pos-x: float dit : syrulad -ag-pas-y: float out - heading direction x: float me - heading-direction-y: float int Stributs - ag-speed: float - ob-pos-x: floot into - ob- pos-y: float int - ag-name : string 2 , sildeni?

+ agent (r: float, p_x: float, p-y: float, hp-x: float it hp-y: float intag-speed: float, ob-pos-x: float, ob-pos-y: float, ag-vauve: string) + speeds (s: float) + pos_readed (a: agent): bool Métodes + set-new_objective (a: agent) + colision-contral (al: agent, az: agent): bool + move_agent (a: agent, p-x:float, p-y: float + dreuge_direction (a: agent, hp-x: float, hp-y: float)

18! abreviacious:

1 - o redi

1 - o posició

1 hp - blead position

1 ob - p objective

agents, comprovar si colisionen, i en ces de colisió equifar la velocitat.