| Agents | a0 | a1 | a2 | a3 | a4 | ... | ... | ... | ... | ... | aA |
|---|---|---|---|---|---|---|---|---|---|---|---|

| Households | h0 | h1 | h2 | h3 | h4 | ... | ... | ... | ... | ... | hH |
|---|---|---|---|---|---|---|---|---|---|---|---|

| Workplaces | w0 | w1 | w2 | w3 | w4 | ... | ... | ... | ... | ... | wW |
|---|---|---|---|---|---|---|---|---|---|---|---|

Traveling

Agents living here

DAY

Agents working here

**Community**

**Daily members:**
- **working non retired**
- **travelling**
- **living retired/unemployed**

**Nightly members:**
- **traveling**
- **living**

**Population**

# genericEntity

## Agent

**age, sex, hh, wp**
**infection_status**
**home/workGeocode**
**home/workCommunity**

**customInit()**
**inCommunity()**
**infect()**
**recover()**
**start/stopTravel()**
**die()**
**makeSon()**
**startWorkingAt()**

## genericGroup

**members, geocode**

**customInit()**
**getCommunityCode()**
**getComponents()**
**add/delComponent()**

### Household

### Workplace

## Community

**Geocode (C-th level)**
**visitingMembers**
**residingMembers**
**potentialDailyMembers**
**hh/wp/IDs**
**nDaily/NightlyComponents**

**add/del_hh/wpID()**
**sampleHH/WP()**
**getDailyComponents()**
**getNightComponents()**
**add/delVisitingComp.()**
**add/delResidingComp.()**
**add/delTraveler()**