

Simulating animals

The survive of the lucky

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This sounds like a song...

general

feeding

Herbivore eat what they can, carnivore eat what's left.

breeding

- 1 birth if fit

migation

Mostely random...

general

feeding

Herbivore eat what they can, carnivore eat what's left.

breeding

- 1 birth if fit
- 2 have enough fat

migation

Move if it can.

general

feeding

Herbivore eat what they can, carnivore eat what's left.

breeding

- 1 birth if fit
- 2 have enough fat
- 3 random

migation

Mostely random...

Theory

- 1 type-casting to avoid pointer bugs
- 2 eval() to create general code.

```
[n for n in dir(sys.modules["biosim.animal"])]  
if not re.match("(__)|(np)|(ran)|(animal)",n)]
```