Craig’s notes when looking into the IBM

Code flow and structure

The class responsible for defining agents and their characteristics are defined in fishes.hpp

There are two C++ classes defined in this source file **Fish** and **Fishes**

Current Model dimensions

Region, Sex, Ages, Lengths

TODO – add lat and long for preference function

Fish

**Attributes**

Home region

Time of birth

time of death

Sex

growth parameters

current length

current age

maturity

current region

tag

**Accessors**

which just return attribute information

if this fish dead? How heavy is it etc

**Prcocesses**

This class is also responsible for moving

Fishes

responsible for the population of ‘Fish’

**Population functions**

responsible for Creating fishes

seed initial population in initialisation phase

Calculate spawning biomass

Recrutiment

Writes to file outputs

Sequence in annual time step

-Ageing (this is implicit, age = current\_year – birth\_year) this means they start at year = 0,

This will need some consideration

-Recruitment

-mortality

-growth

-maturity

-movement

-shedding

Questions as I get stuck into this beast.

Find out if the scalar object scales weight or numebers?

So the scalar is a weight conversion so numbers in the model are arbitary