Abstract	**ACureObject**	Superclasses: ASimulationObject Subclasses: Cure, DefectedCure
• get recovery chance		

Abstract	**AHealthyObject**	Superclasses: ASimulationObject, IMove Subclasses: HealthyHuman, ImmuneHealthyHuman
• check if object is infected		• AInfectedObject

Abstract	**AInfectedObject**	Superclasses: ASimulationObject, IMove Subclasses: InfectedHuman, MutatedInfectedHuman
• get infect chance • check if object is cured		• ACureObject

Abstract	**AMap**	Superclasses: JPanel Subclasses: Map
• carry out next stage • move objects • get stats		• ACureObject • AInfectedObject • AHealthyObject • AMedicalObject

Abstract	**AMedicalObject**	Superclasses: ASimulationObject, IMove Subclasses: MedicalHuman, InexperiencedMedicalHuman
• check if cure is successful		• AInfectedObject

	Statistics	Superclasses: Subclasses:
• store statistics • get string with statistics		

Abstract	Superclasses: ACureObject, AHealthyObject, AInfectedObject, AMedicalObject **ASimulationObject** Subclasses:
• get x position • get y position • set x position • set y position • check if objects are equal • generate hash code	

	Superclasses: ACureObject **Cure** Subclasses:
• get recovery chance • get x position • get y position • set x position • set y position	

	Superclasses: ACureObject **DefectedCure** Subclasses:
• get decreased recovery chance • get x position • get y position • set x position • set y position	

	Superclasses: JFrame **Epidemic** Subclasses:
• start simulation • save stats • create map	• Statistics • Date • SimpleDateFormat • File • StackFile

HealthyHuman	Superclasses: AHealthyObject Subclasses:
• check if object is infected • get move range • get x position • get y position • set x position • set y position	• RandomGenerator • Math • AInfectedObject

ImmuneHealthyHuman	Superclasses: AHealthyObject Subclasses:
• check if object is infected (with decreased chance) • get move range • get x position • get y position • set x position • set y position	• RandomGenerator • Math

Interface IMove	Superclasses: Subclasses:
• get move range	

InexperiencedMedicalHuman	Superclasses: AMedicalObject Subclasses:
• get move range • check if cure is successful (with decreased chance) • get x position • get y position • set x position • set y position	• RandomGenerator • Math • AInfectedObject

InfectedHuman	Superclasses: AInfectedObject Subclasses:
• get infect chance • get move range • get x position • get y position • set x position • set y position • check if object is cured	• RandomGenerator • Math • ACureObject

Interface IObjectedFactory	Superclasses: Subclasses: ObjectFactory
• create infected object • create healthy object • create cure object • create medical object	• ACureObject • AHealthyObject • AInfectedObject • AMedicalObject

Map	Superclasses: AMap Subclasses:
• carry out next stage • move objects • get stats	• ACureObject • AHealthyObject • AInfectedObject • AMedicalObject

MedicalHuman	Superclasses: AMedicalHuman Subclasses:
• get move range • check if cure is successful • get x position • get y position • set x position • set y position	• Math • AInfectedObject

MutatedInfectedHuman	Superclasses: AInfectedObject Subclasses:
• get increased infect chance • get increased move range • get x position • get y position • set x position • set y position • check if object is cured	• RandomGenerator • Math • ACureObject

ObjectFactory	Superclasses: IObjectFactory Subclasses:
• create infected humans • create healthy humans • create cure objects • create medical humans	• ACureObject • AHealthyObject • AInfectedObject • AMedicalObject • RandomGenerator • MutatedInfectedHuman • MedicalHuman • InfectedHuman • InexperiencedMedicalHuman • ImmuneHealthyHuman • HealthyHuman • DefectedCure • Cure

RandomGenerator	Superclasses: Subclasses:
• get random position • get random chance • get random move	• Random