



**Main.java:** is the class that will run the program.

**ConfigReader.java:** is an object that will read in the chosen configuration file, store it information, and the Main.java will use that information for both the GUI and the backend.

**Agent.java:** is an object that represent a “human”, it can interact with other Agent, have a status. Behave like actual human being.

**GUI:** it is a part of the main.java responsible for the GUI display

**Time.java:** is a class that keep track of the time, mainly for the updating the agent color on the GUI as the agent’s status got changed.

**Configuration file:** The text file that will give us different values that will associate with the simulation.

**Dimension.java:** is an object created with the purpose of storing the values when it comes to the Dimension configuration text file type such as Dimension. This object stores the width and the height of the “board” to populate the agents in.

**Grid.java:** is an object created with the purpose of storing different values when it comes to the Grid configuration text file type such as Grid and randomGrid. This object stores the row value and the column value. If it is a randomGrid, it stores the row, col values and the number of random agents.

**Status.java:** is a enum type java file that store the different statuses of agent, for example, Status.Sick, Status.exposed, etc