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com.george.als.simulation

# Class Simulation

java.lang.Object  
└─ **com.george.als.simulation.Simulation**

```
public class Simulation
extends java.lang.Object
```

This class is in charge of managing the world It creates or loads worlds The simulation is in charge of updating thw current world

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Constructor Summary	
<a href="#">Simulation</a> ()	Class Constructor for a new World
<a href="#">Simulation</a> (int reset)	Class Constructor that is used for reseting the world
<a href="#">Simulation</a> (java.lang.String mapFile, java.lang.String bugFile)	Class Constructor for loading an old world

Method Summary	
<a href="#">World</a>	<a href="#">getWorld</a> ()
void	<a href="#">update</a> () Updates the world

Methods inherited from class java.lang.Object	
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait	

## Constructor Detail

### Simulation

```
public Simulation(int reset)
```

Class Constructor that is used for resetting the world

**Parameters:**

reset -

---

## Simulation

```
public Simulation()
```

Class Constructor for a new World

---

## Simulation

```
public Simulation(java.lang.String mapFile,  
                  java.lang.String bugFile)
```

Class Constructor for loading an old world

**Parameters:**

mapFile - the map file to load

bugFile - the bug file to load

## Method Detail

### getWorld

```
public World getWorld()
```

**Returns:**

the current World

---

### update

```
public void update()
```

Updates the world

---

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