

## simulation.Simulation

- + size\_screen
- + size\_plateau
- + res
- + screen
- + clock
- + end
- + run
- + debug
- + iteration
- + behavior
- + color
- + plateau
- + nb\_fourmi
- + fourmi\_list
- + btn\_debug
- + btn\_play
- + btn\_stop
- + btn\_reset
- + btn\_next
- + btn\_add\_f
- + ib\_next
- + ib\_behavior
- + cb\_infinite
- + cb\_random\_grid
- + infinite\_ant
- + random\_grid
- + menu
- + it
- + next\_time
- + start

- + \_\_init\_\_()
- + start()
- + stop()
- + add\_fourmi()
- + reset()
- + next\_step()
- + play()
- + \_\_iter\_\_()
- + draw()
- + fourmi\_out()
- + fourmi\_step()
- + handle\_event()
- + init\_color()
- + active\_debug()
- + debugging()
- + set\_next()
- + set\_behavior()
- + infinite()
- + set\_random\_grid()