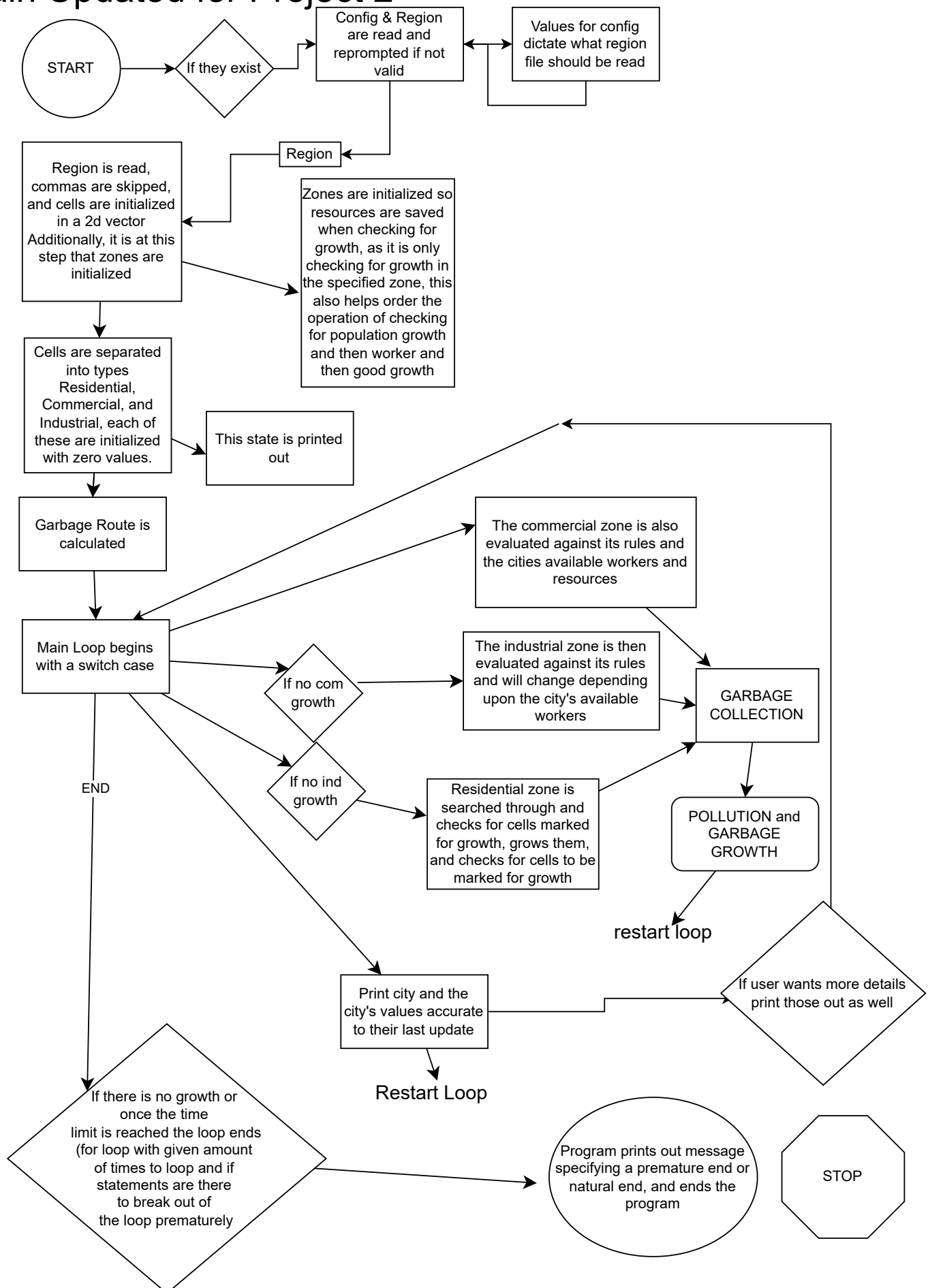


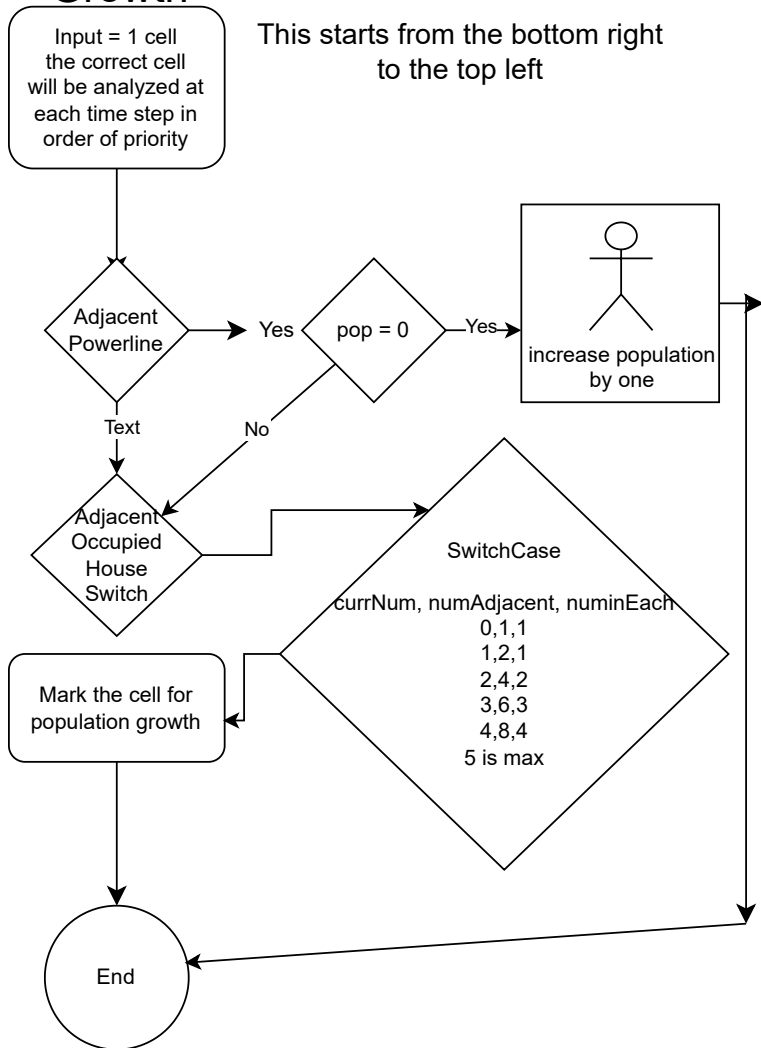
# Main Updated for Project 2



## Residential Growth

Growth Priorities need to be applied

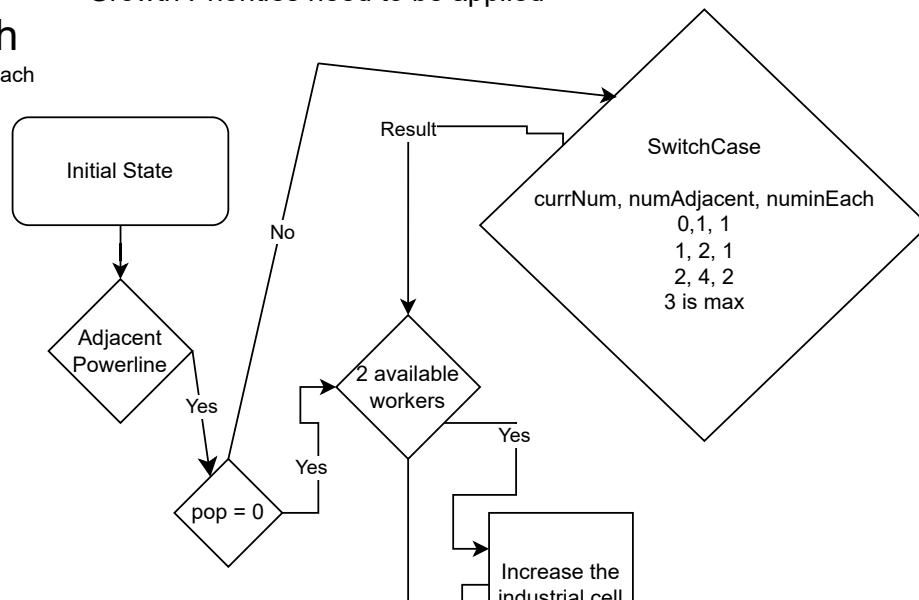
This starts from the bottom right to the top left

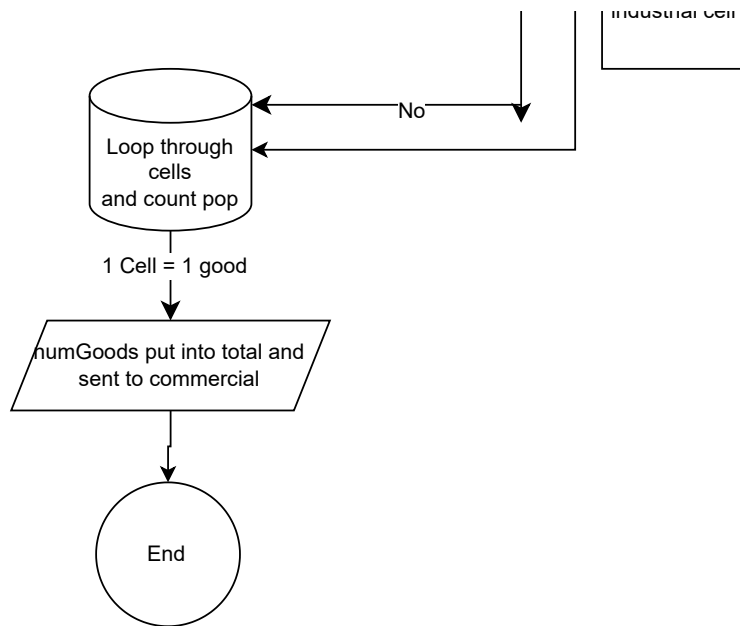


## Industrial Growth

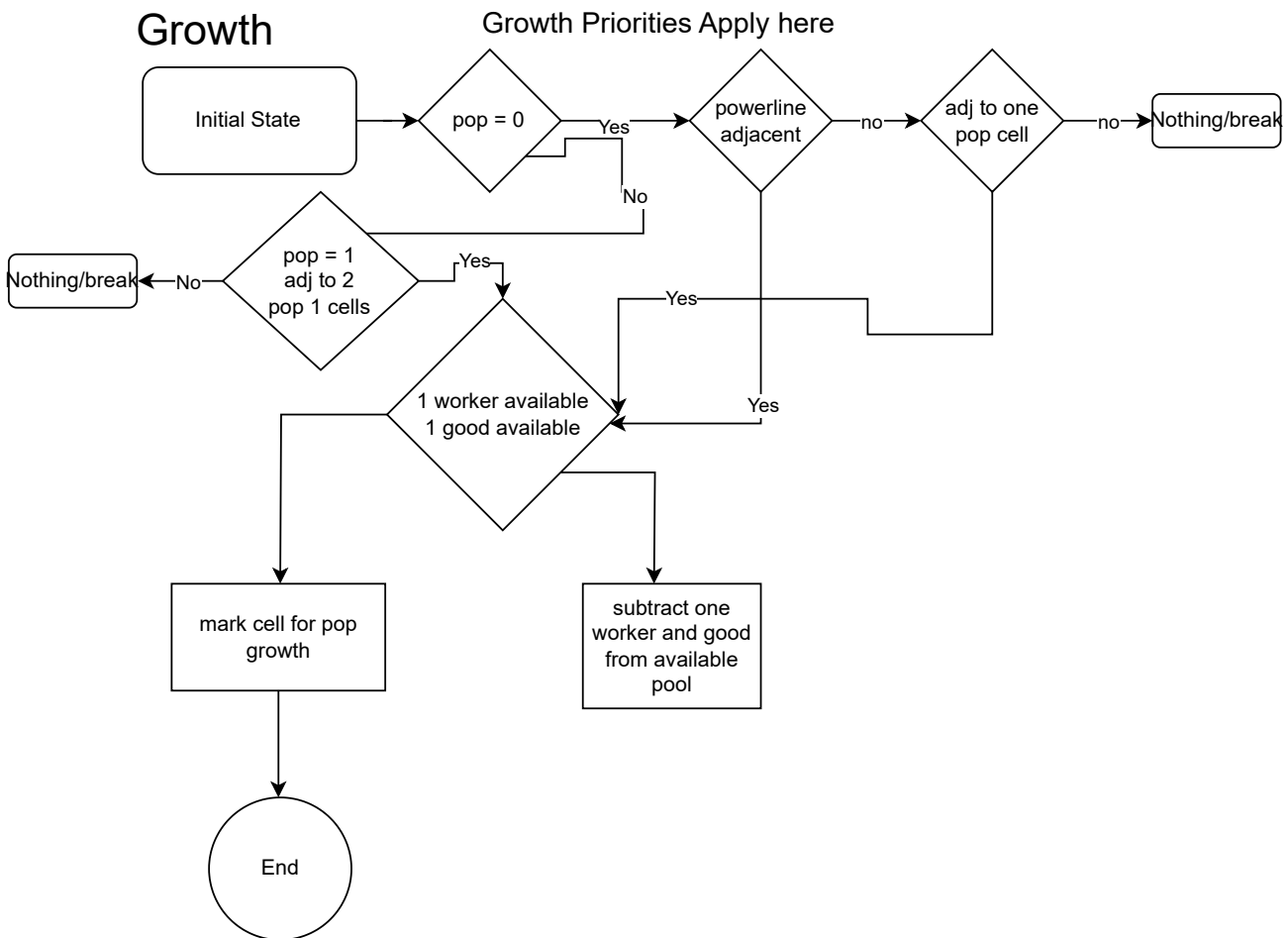
Growth Priorities need to be applied

(program for each  
cell)



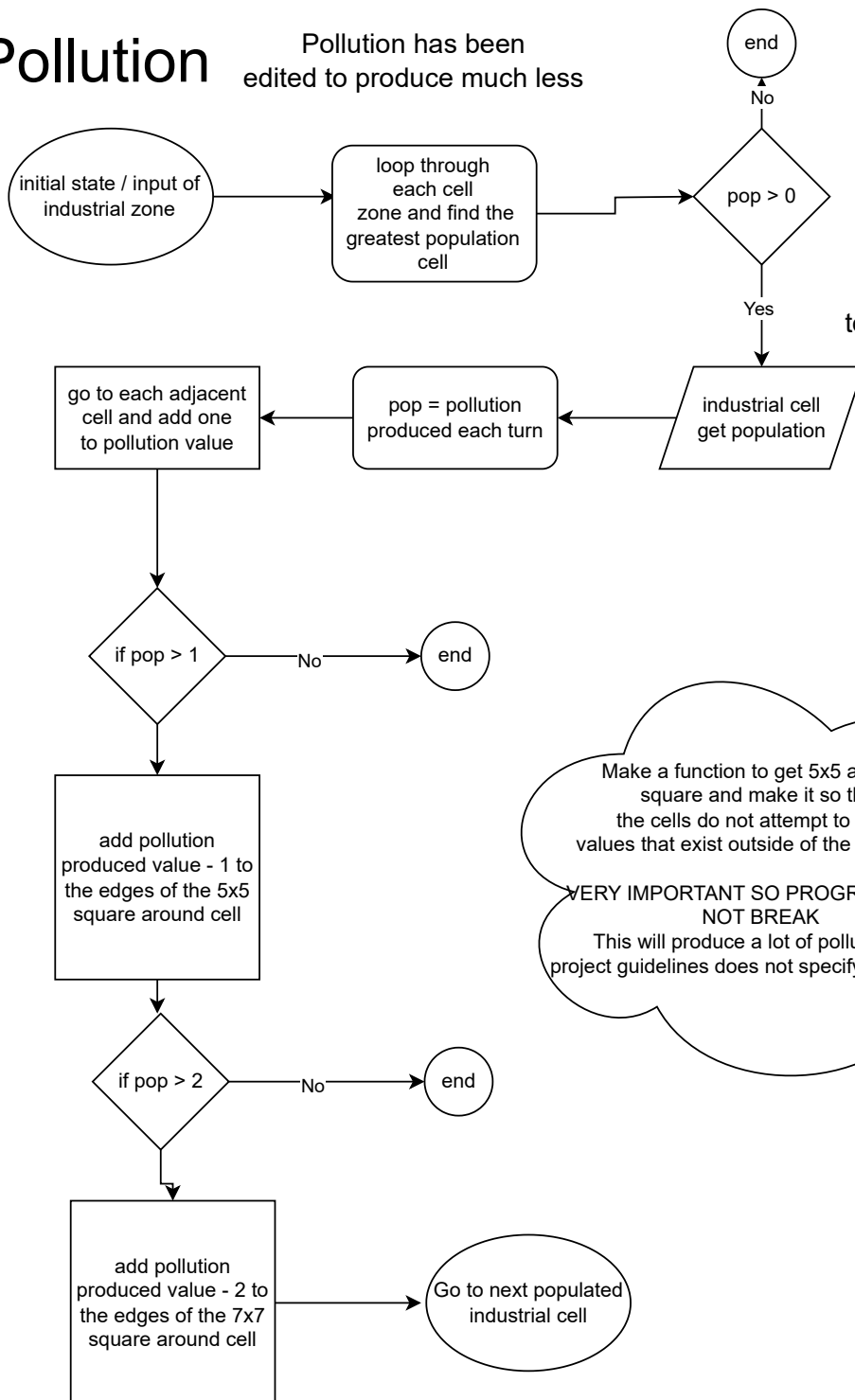


## Commercial Growth



# Pollution

Pollution has been edited to produce much less

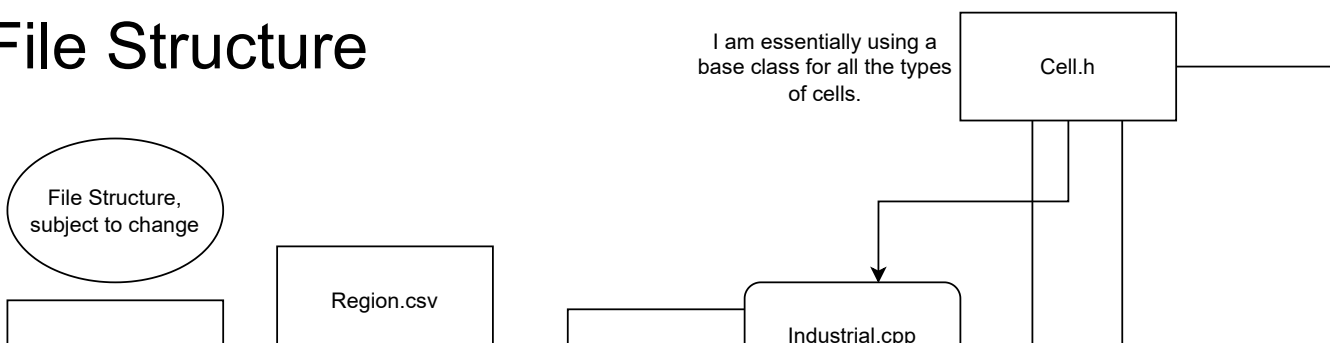


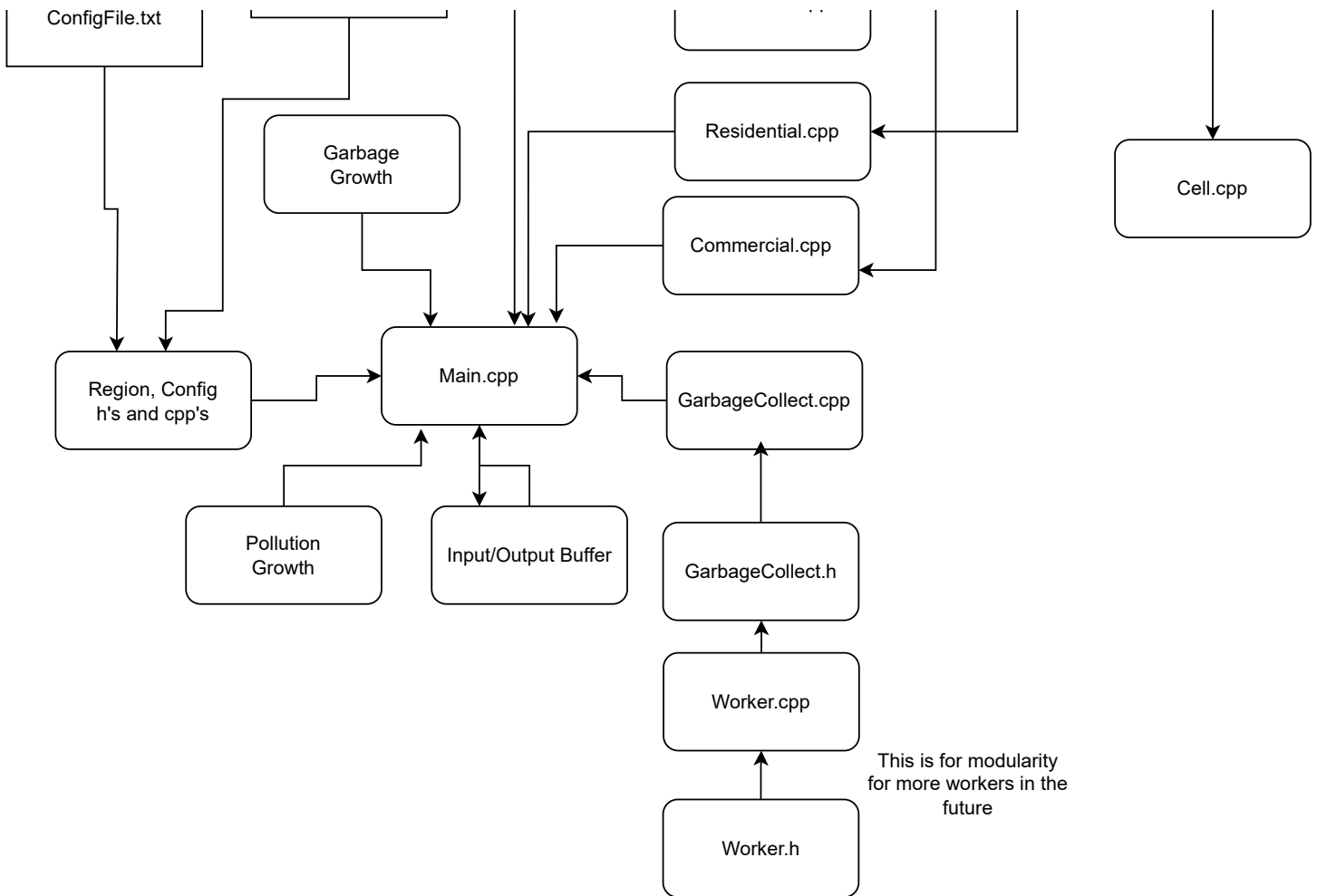
Subject to a lot of change and tweaks until it functions how it does in the given simulation document. It is very difficult to approximate its behavior with no testing.

Make a function to get 5x5 and 7x7 square and make it so that the cells do not attempt to index values that exist outside of the region file  
**VERY IMPORTANT SO PROGRAM DOES NOT BREAK**  
 This will produce a lot of pollution but project guidelines does not specify against this

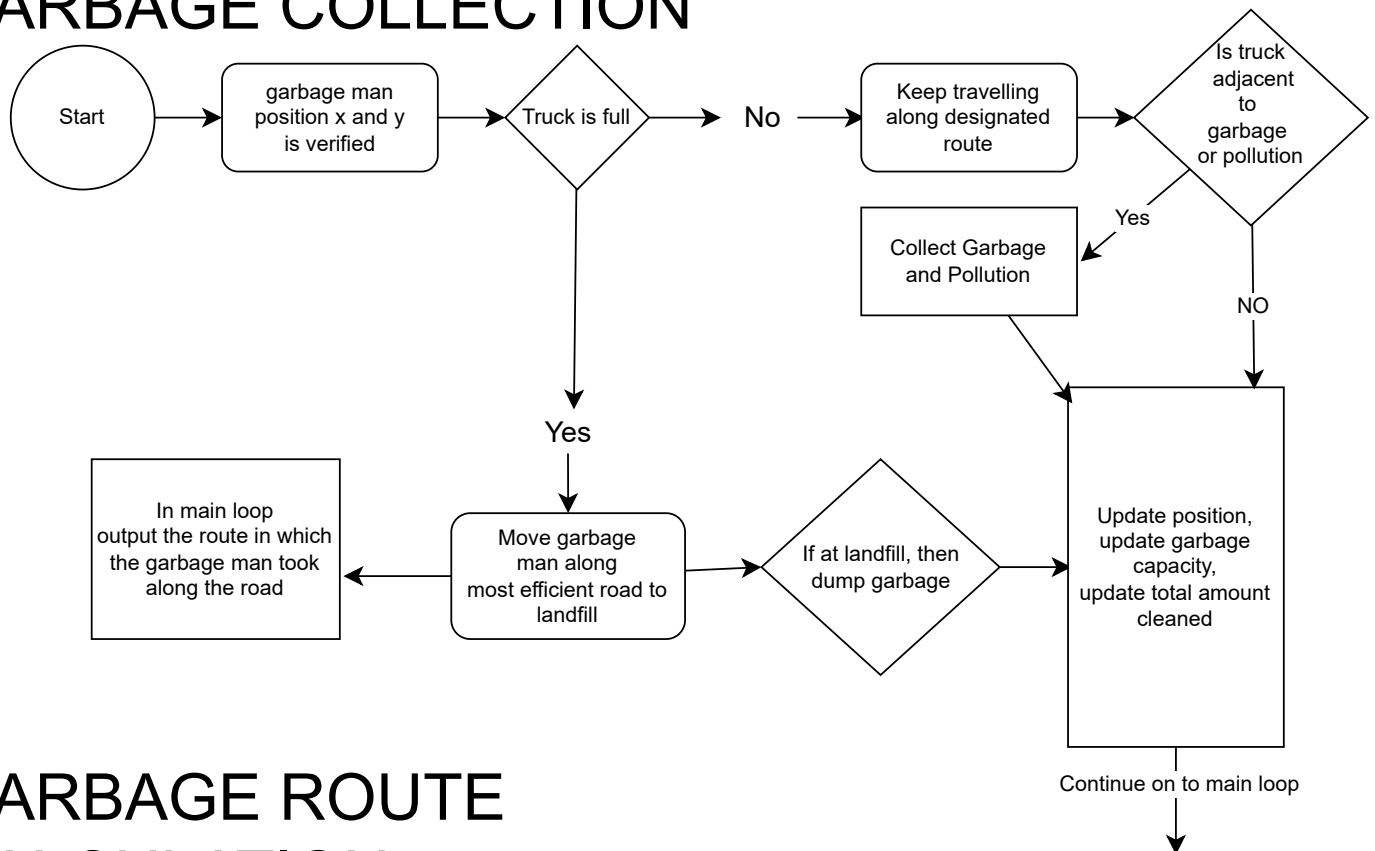
# File Structure

I am essentially using a base class for all the types of cells.





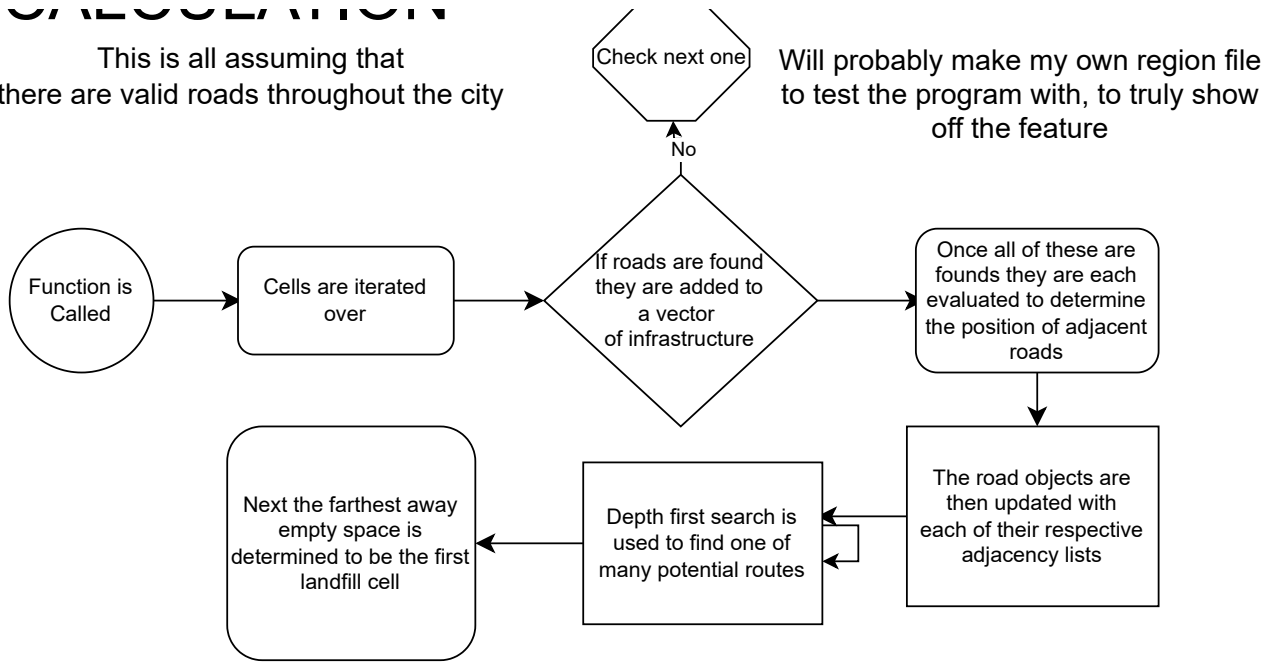
## GARBAGE COLLECTION



## GARBAGE ROUTE CALCULATION

# INFRASTRUCTURE

This is all assuming that there are valid roads throughout the city



# GARBAGE GROWTH

This is called after the garbage man object is updated

This will happen at residential and commercial cells

