```
1  #pragma once
2  #include "Boid.h"
3  #include <vector>
4
5  class Swarm {
6  public:
7      float PerceptionRadius = 50;
8
9      std::vector<MyVector> DirectionTargets;
10
11
12
13     float BlindSpot = 20;
14     float MaxAcceleration = 0.5f;
15     float MaxVelocity = 1;
16
17     Swarm(std::vector<Boid> *inputBoids) : boids(inputBoids) {
18
19     }
20     Swarm();
21
22     void UpdateSwarm(float time);
23     void UpdateAcceleration();
24     std::vector<Boid> *boids;
25
26 private:
27
28     void UpdateBoid(Boid &b);
29     std::vector<boidInRange> getBoidsInRange(const Boid &b);
30     float CohesionWeight, AlignmentWeight, SeperationWeight = 1;
31     float WanderWeight = 0.1f;
32 };
```