

<i>Classname: Depot</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>To store food for the queen</i> 	<i>Collaboration</i> <i>Queen</i>

<i>Classname: Map</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>Sets field</i> • <i>Gets the size of the field</i> • <i>Rock settlement</i> • <i>Food settlement</i> • <i>Depot settlement</i> • <i>Queen settlement</i> • <i>Worker settlement</i> • <i>Sponge settlement</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Organisms</i> • <i>Simulation</i> • <i>Statistics</i>

<i>Classname: Field</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>It visualizes ants life</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Map</i>

<i>Classname: Statistics</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>To save statistics</i> • <i>To show statistics after simulation</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Simulation</i> • <i>Organisms</i>

<i>Classname: Worker</i>	
<i>Superclass: Inhabitant</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>It extends Inhabitants</i> • <i>To store food</i> • <i>Eat</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Food</i> • <i>Depot</i> • <i>Map</i>

<i>Classname: Warrior</i>	
<i>Superclass: Inhabitant</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>It extends Inhabitants</i> • <i>Fight with Sponges</i> • <i>Eat</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Food</i> • <i>Sponge</i> • <i>Map</i>

<i>Classname: Inhabitants</i>	
<i>Superclass: Organism</i> <i>Subclass: Worker, Warrior</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>Movements</i> • <i>Extends organism</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>None</i>

<i>Classname: Rock</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>To block movements</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Map</i>

<i>Classname: Queen</i>	
<i>Superclass: Inhabitant, I_Sponge</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>It extends Inhabitants</i> • <i>Implement the interface Queen</i> • <i>Produce workers and warriors</i> • <i>Eat</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Depot</i> • <i>Workers</i> • <i>Warriors</i> • <i>Map</i>

<i>Classname: Sponge</i>	
<i>Superclass: Organism</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>Extends organism</i> • <i>Steal and eat food</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Food</i> • <i>Map</i>

<i>Classname: Simulation</i>	
<i>Superclass: None</i> <i>Subclass: None</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>Read configuration</i> • <i>Runs simulation</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Map</i> • <i>Statistics</i>

<i>Classname: Organism</i>	
<i>Superclass: I_Organism</i> <i>Subclass: Inhabitant, Sponge</i>	
<i>Responsibilities</i> <ul style="list-style-type: none"> • <i>Movements</i> • <i>To Eat</i> • <i>To die and live</i> • <i>To find food nearby</i> 	<i>Collaboration</i> <ul style="list-style-type: none"> • <i>Map</i>

Classname: I_Warrior

Superclass: None

Subclass: None

Responsibilities

- *To find sponge nearby*
- *To attack*

Collaboration

- *none*

Classname: I_Settling

Superclass: None

Subclass: None

Responsibilities

- *To put organisms on the map*

Collaboration

- *Map*