+state : std::string #W_=32 : static const int #H_=32 : static const int #T_ : float #t_ : float #Ainit_: float #**grid_ : Box #pMut_ : float #D_ : float <<constructor>>+Envir() <<constructor>>+Envir(float T, float A) <<destructor>>+~Envir() +diffusion(): void +division(): void +renewal (float f): void +run(int rounds): void 1 Box (32x32) grid #pMut_: float #conc_: vector <float> #pDeath_: float #*cellptr_: Cell <<constructor>>+Box() <<constructor>>+Box(char c) <<constructor>>+Box(const Box& b) <<destructor>>~Box() +death(): void +mutation(Cell* cell) : void Cell 0 or 1 #WMIN_=0.001 : const float #w_: float #p_: vector <float> <<constructor>>+Cell() <<constructor>>+Cell(float a, float b, float c) <<destructor>>+~Cell() +Metabolism(vector<float> conc, float t)=0 : virtual void +Fitness()=0 : virtual float +LorS()=0 : virtual char **LCell** SCell #Rbb_: const float #Raa_: const float #Rbc_: const float #Rab_: const float <<constructor>>+Scell() <<constructor>>+LCell() <<constructor>>+Scell(float a, float <<constructor>>+LCell(float a, float b, float c) b, float c) <<destructor>>~Scell() <<destructor>>+~LCell() +Fitness(): float +Fitness : float +Metabolisme(vector<float> conc, +Metabolism(vector<float> conc, float t): void float t): void +LorS(): char +LorS(): char

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