## +state : std::strin #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 Box #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 #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

**Envir**