

# **FUNCTIONAL SPECIFICATION**

**COP290**

**PROJECT 2**

**FUNCTIONAL SPECIFICATION :-**

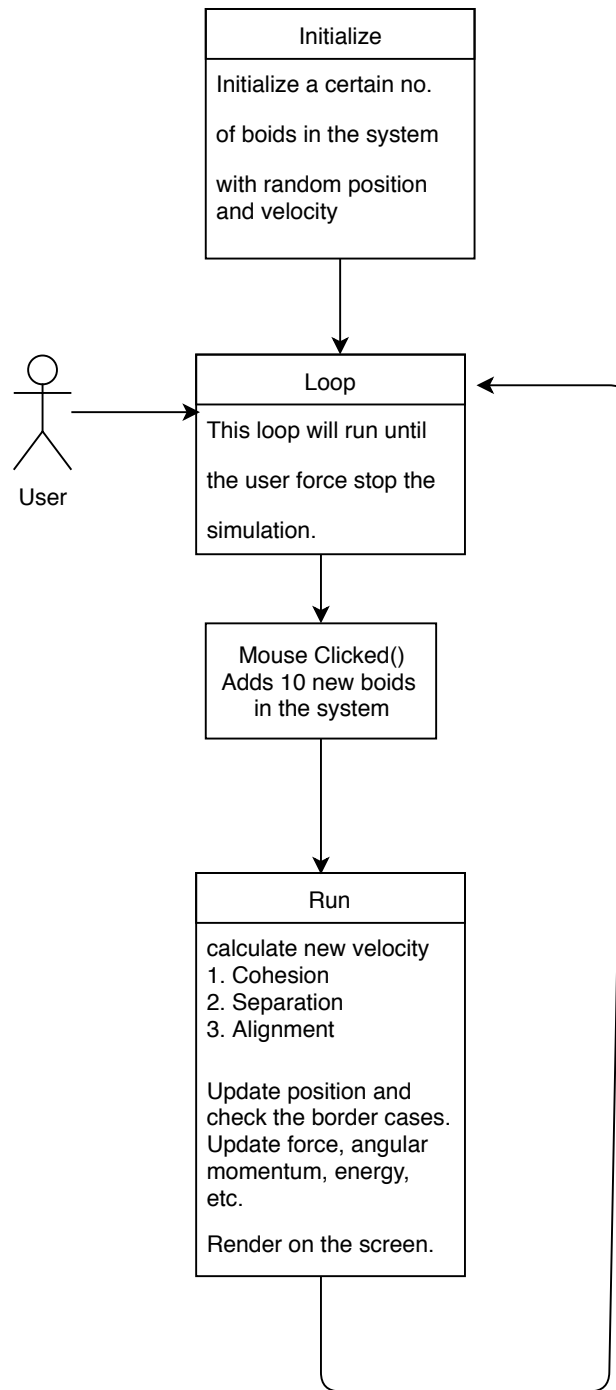
**1.GENERAL SPECIFICATION OF THE PROGRAM**

**2. CLASSES USED.**

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# General specification of the program



# Classes Used

Flock
ArrayList<Boid> boids
Flock() void run() void addBoid(Boid b)

Boid
PVector position; PVector velocity; PVector acceleration; float r; float maxforce; float maxspeed;
Boid(float x, float y); void run(ArrayList<Boid> boids); void flock(ArrayList<Boid> boids); void update(); void render(); void borders(); PVector separate (ArrayList<Boid> boids); PVector align (ArrayList<Boid> boids); PVector cohesion (ArrayList<Boid> boids); float force (ArrayList<Boid> boids); float energ (ArrayList<Boid> boids); float lvec (ArrayList<Boid> boids);