## BaseEnvironment # task list # graph # tsp # table # avaliablePickups # avaliableDropoff + BaseEnvironment() + TASKGROUPGENERATOR() + addTaskGroup() + assignTasks() + assignVacantAgents() + MOVEAGENTS() + getAgents() + getVacantAgents() + runTimestep() + addAgent() + getGraph() # select\_randomly() # select randomly() CA Environment agents vacant\_agents sta + CA Environment() + getAgents() + getVacantAgents() + assignVacantAgents() + allTasksCompleted() + MOVEAGENTS() + addAgent() + mainAlgorithm() + runTimestep() capacity() random()