

# PROJET ISN : SIMULATEUR D'ÉCO SYSTÈME

Espèce : Renard

Nombre de population : 6.822.660

Moyenne morts par jour : 0

Moyenne naissances par jour : 0

Age moyen : 2.

Cause principale mortalité :

Infos Carte

Nombre de population : 156

Biome : Forêt boréale

Infos du cycle

Nombre de morts : 0

Nombre de naissances : 0

PAR LEGRAND ALEXIA

AVEC JÉRÉMY ET ZONGH-Y

1/1/2000

# SOMMAIRE



Classe principale



Hiérarchie du programme



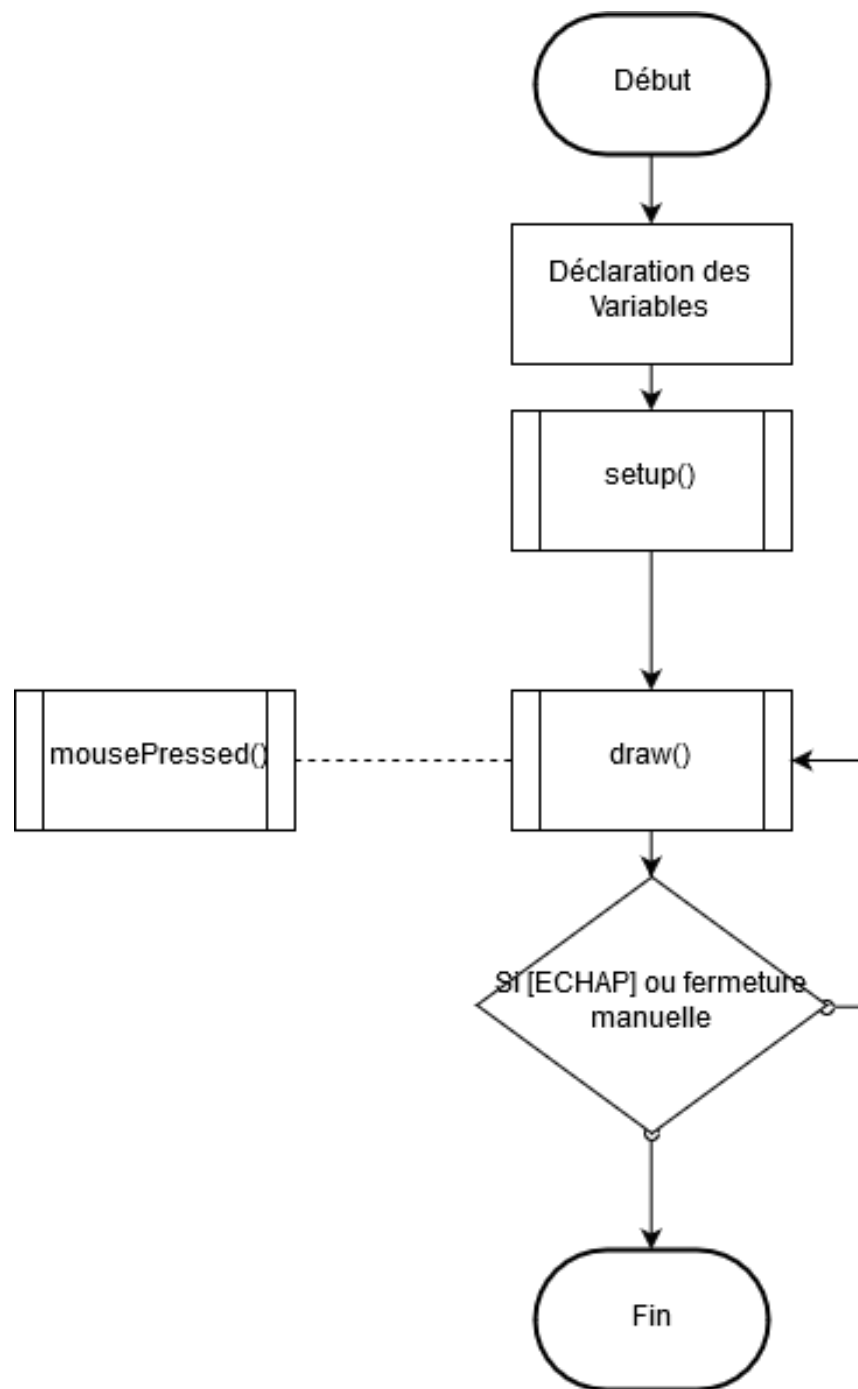
Les classes especes, animaux et plante



Maps\_gestion et Maps\_Reader



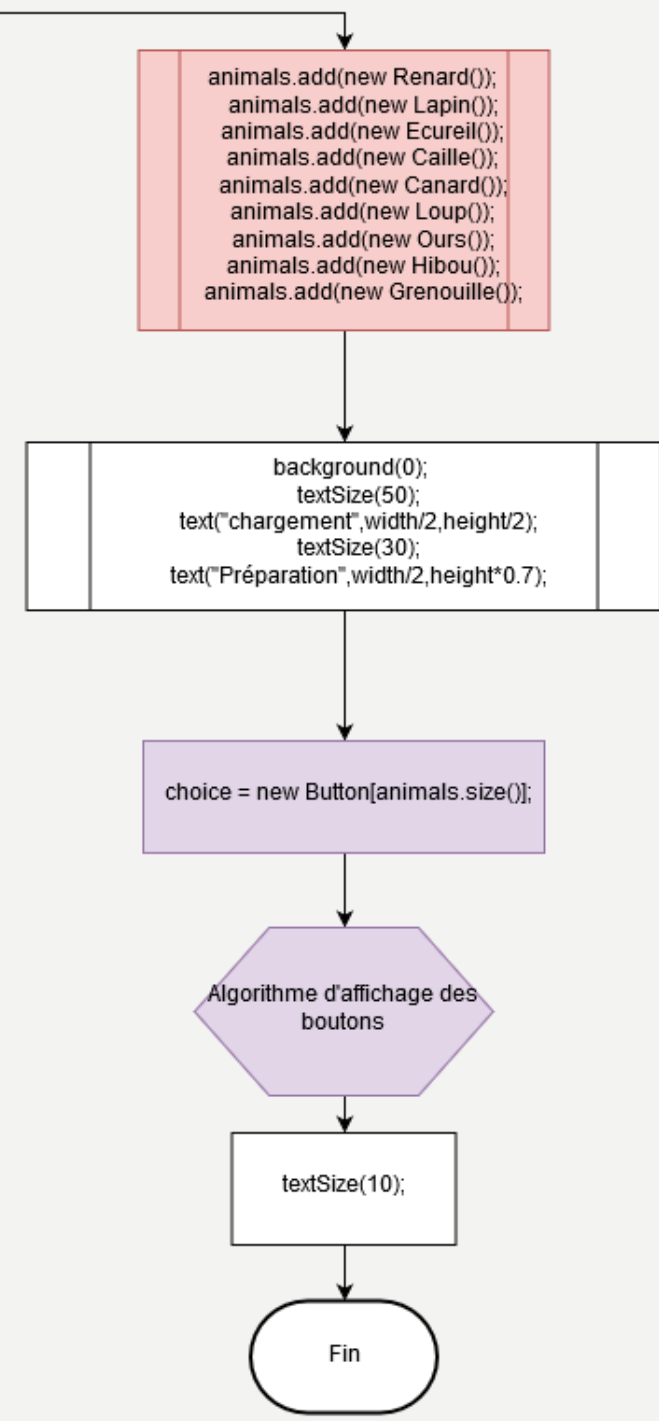
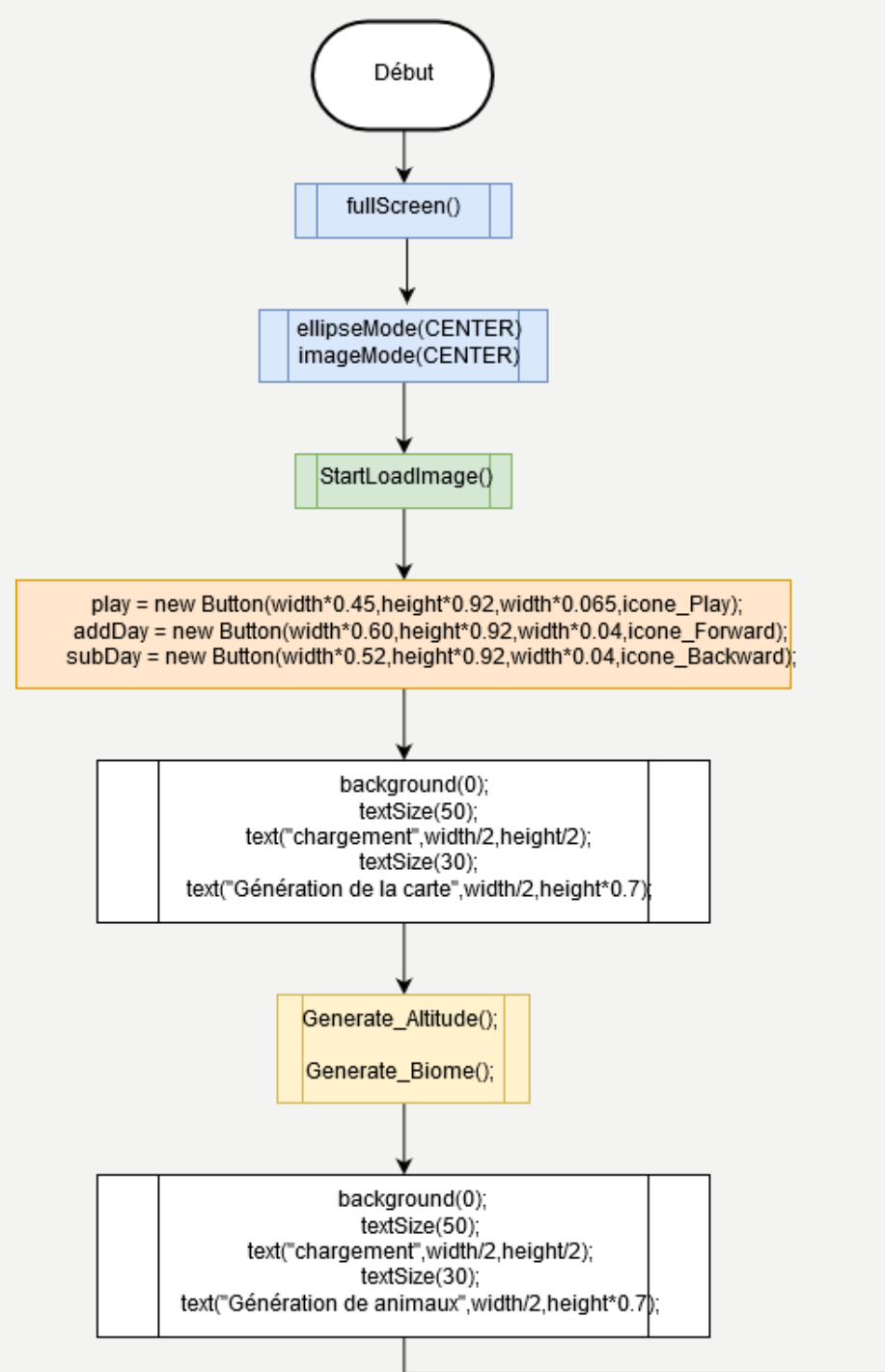
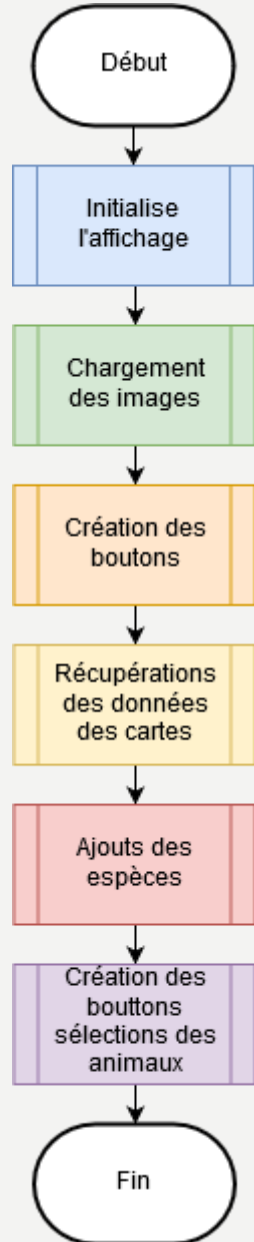
# CLASSE PRINCIPALE



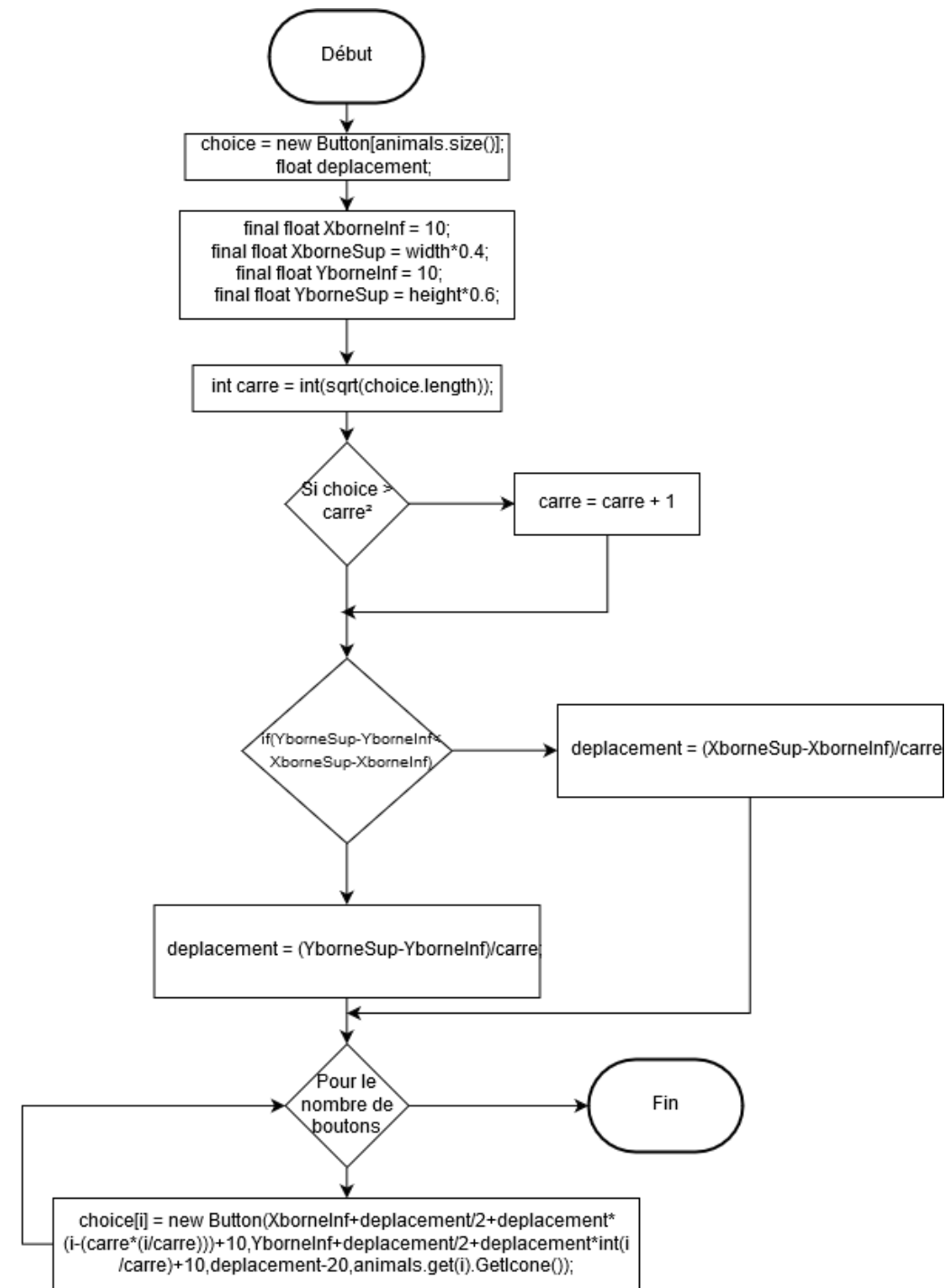
# VARIABLES

Type	Nom	Contenu
ArrayList<Animal>	animals	New ArrayList<Animal>()
Int	actualChoice	-1
Int	day	1
Boolean	dayPass	false
Int	Xmouse	-1
Int	Ymouse	-1
Button	play	N/A
Button[]	choice	N/A
Button	addDay	N/A
Button	subDay	N/A

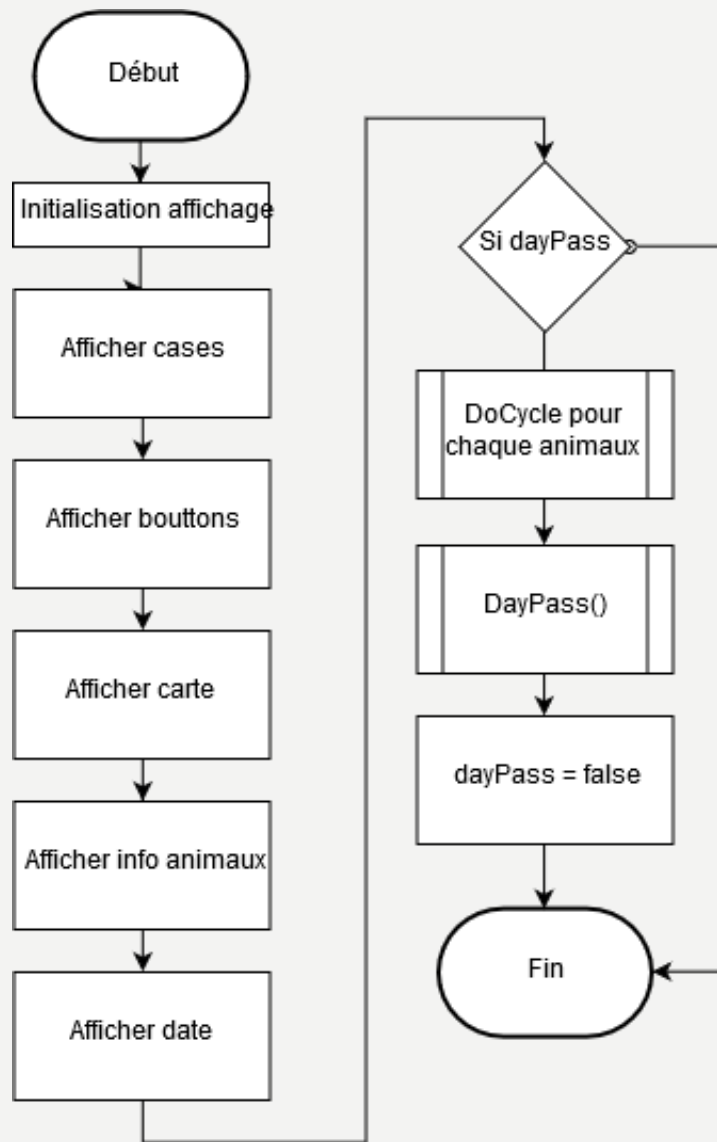
# SETUP



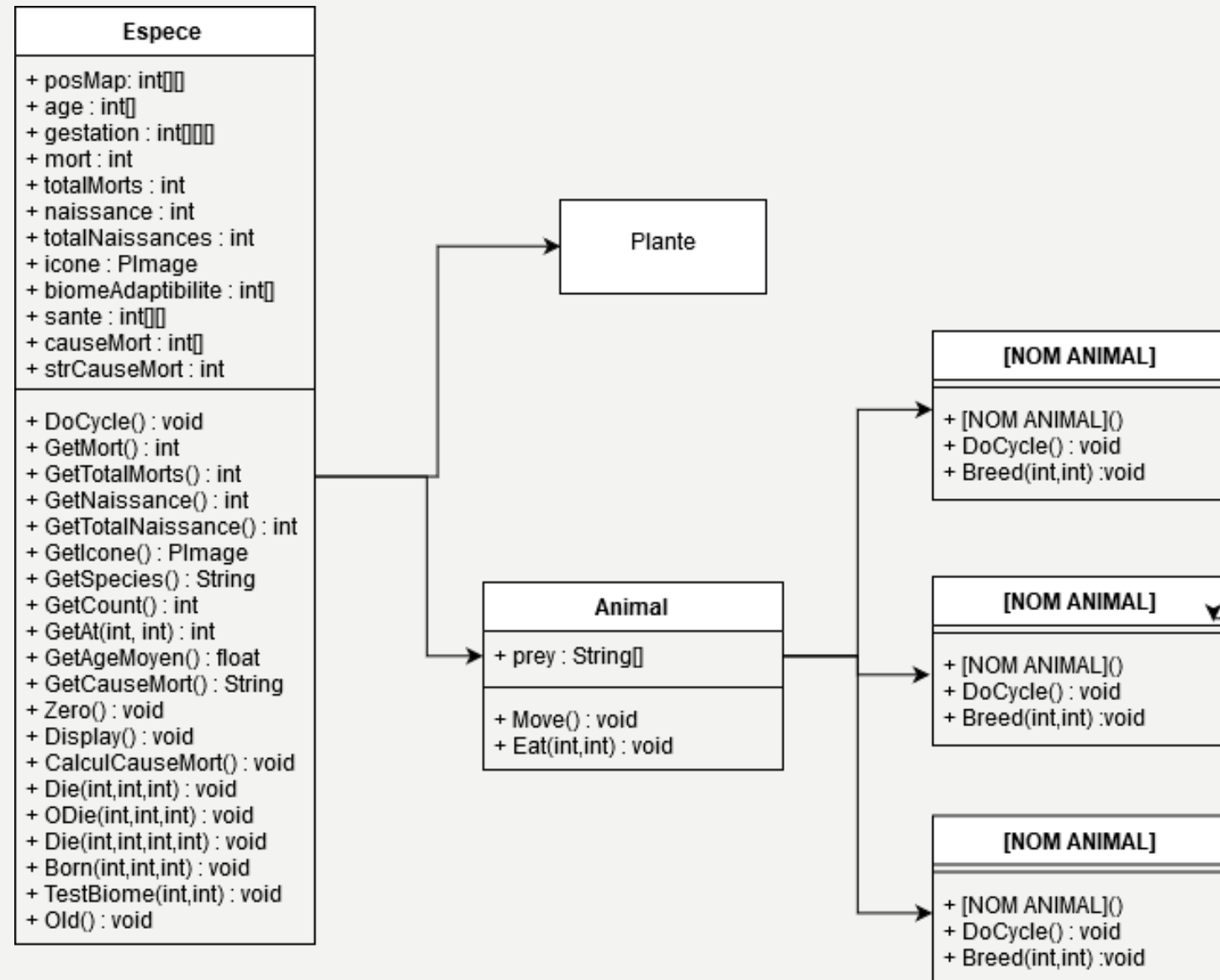
# ALGORITHME D'AFFICHAGE DES BUTTONS



# DRAW

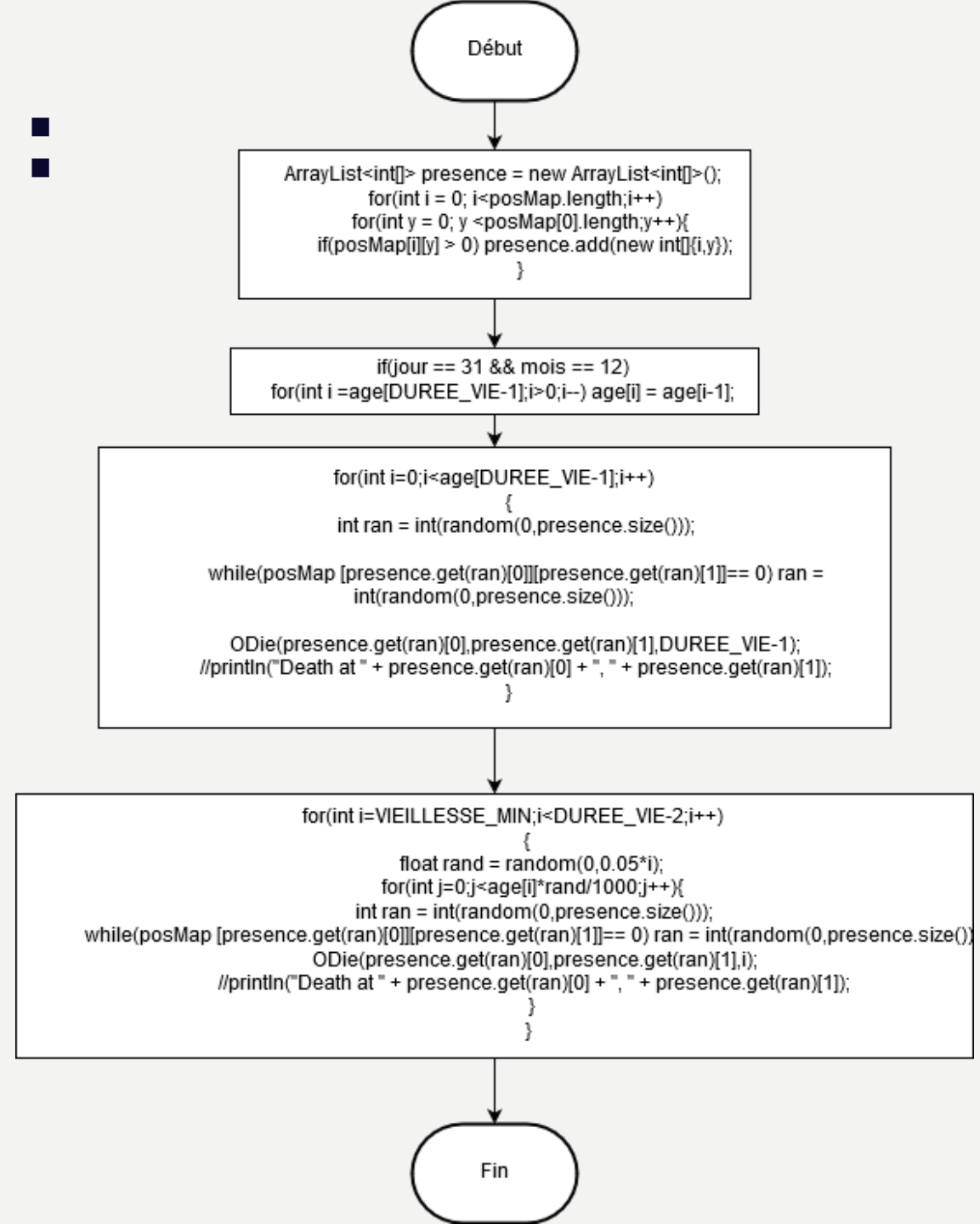


# HIERARCHIE

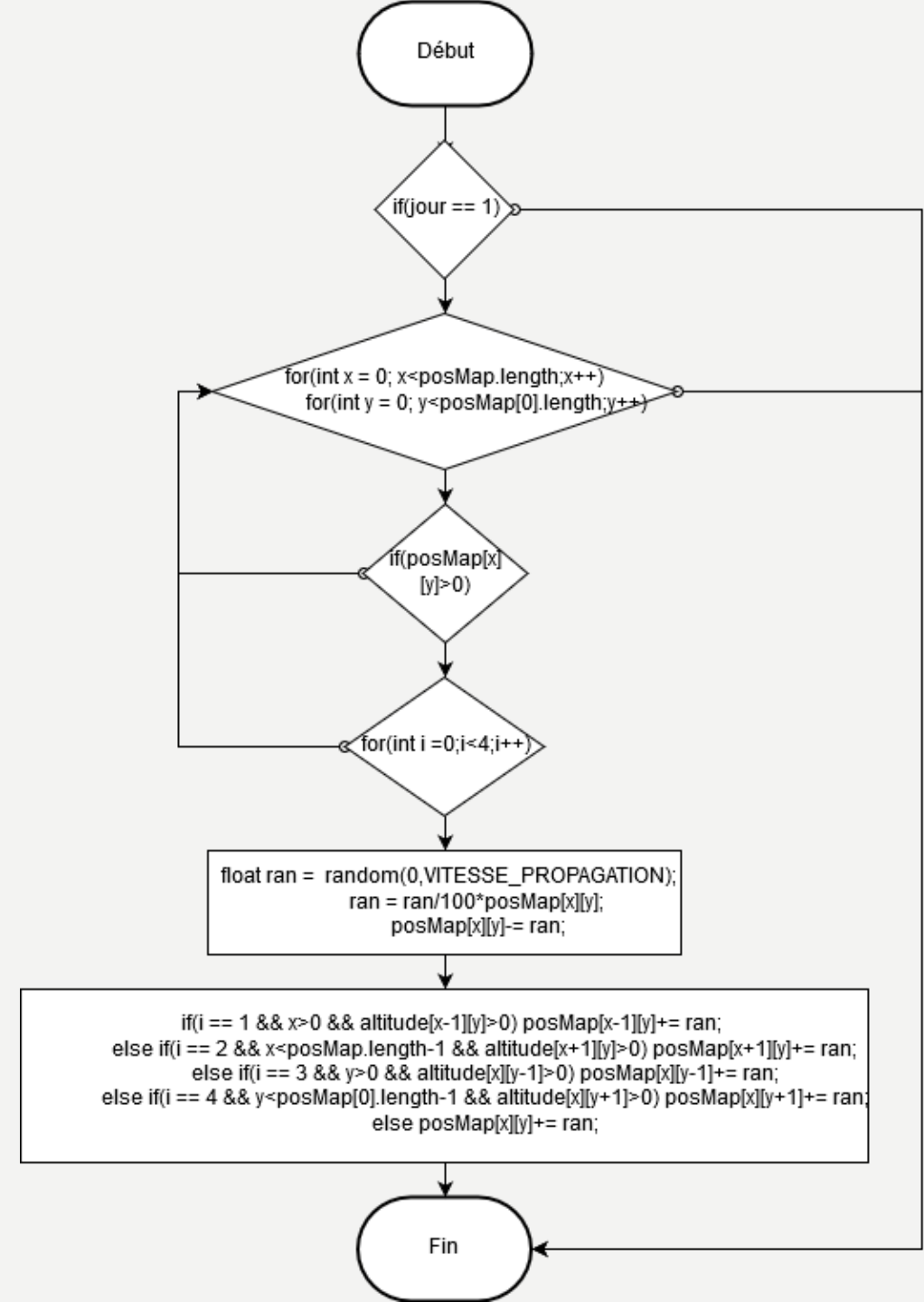




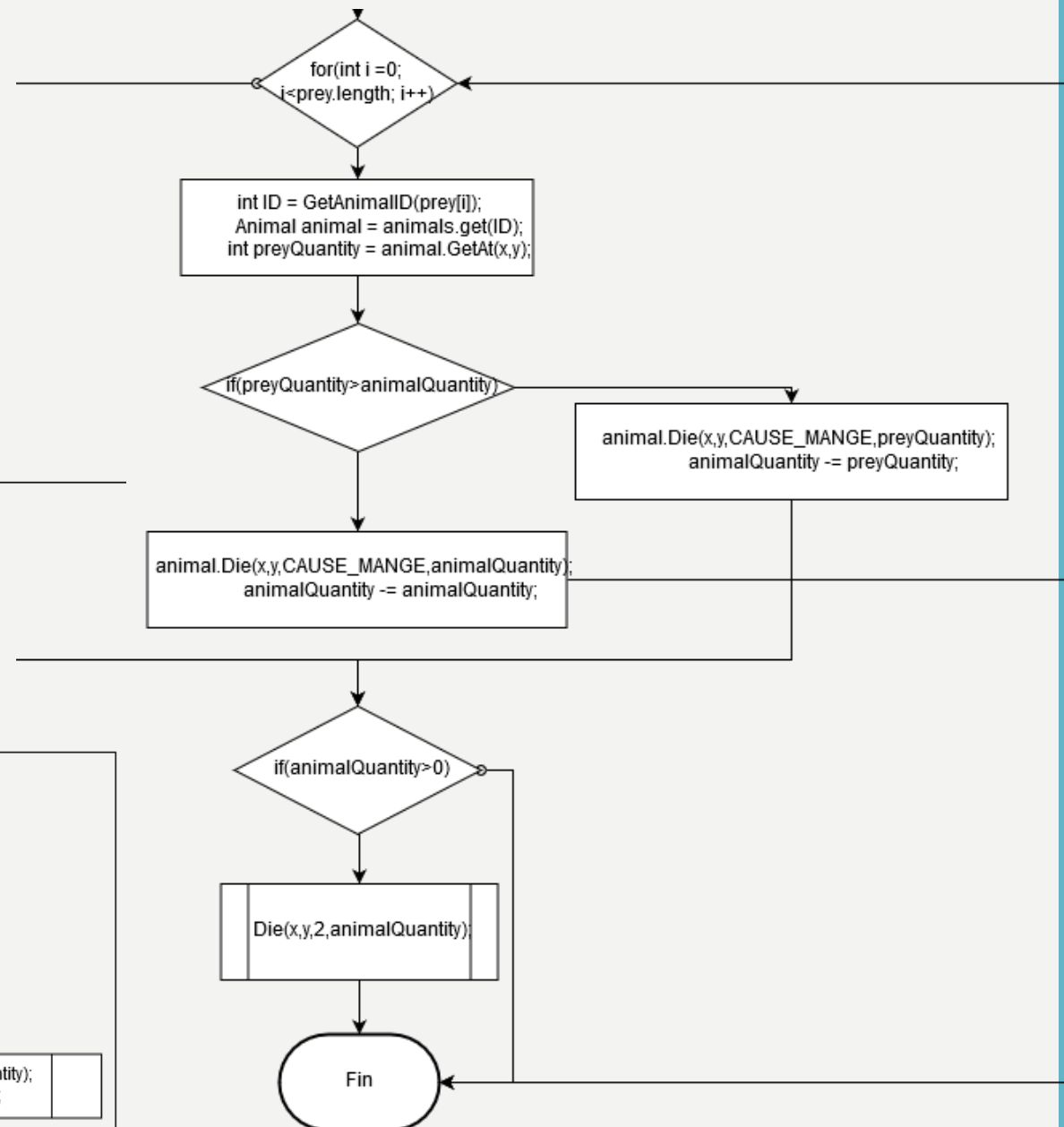
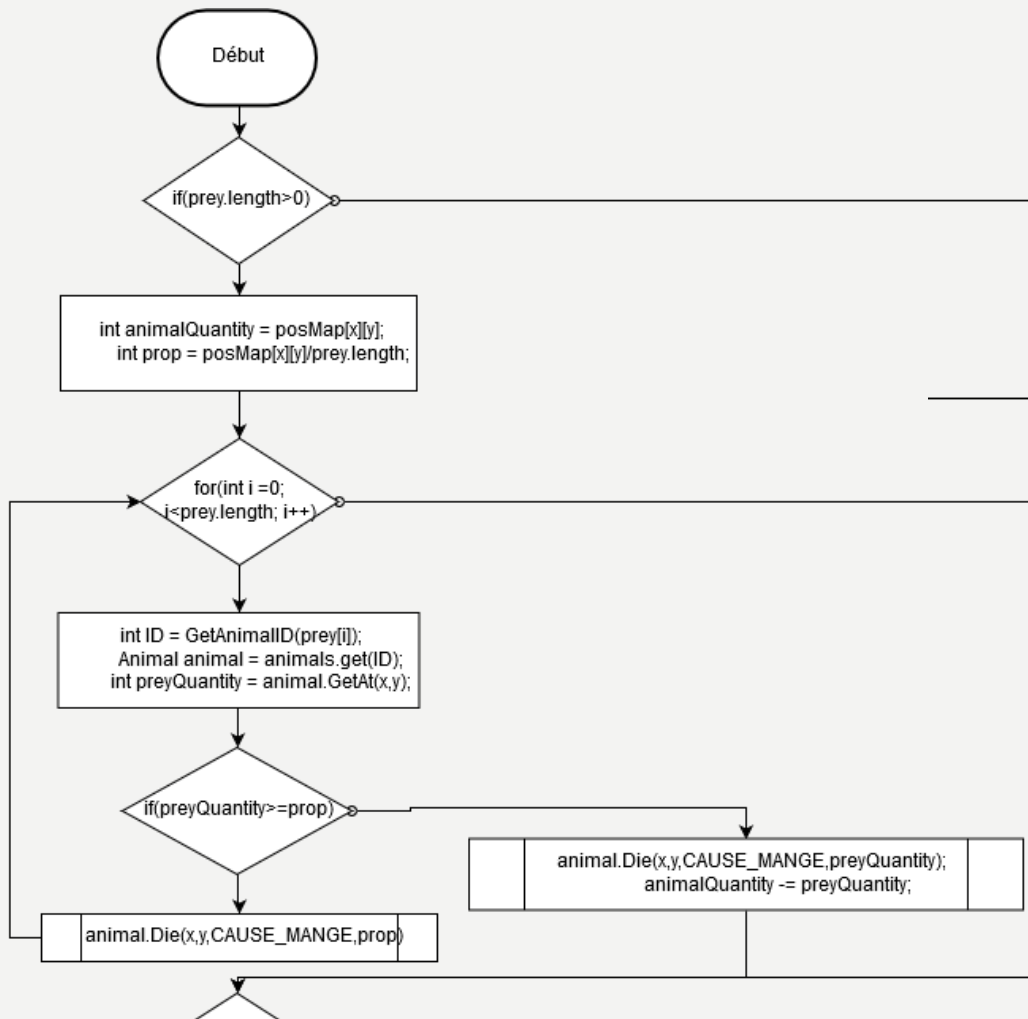
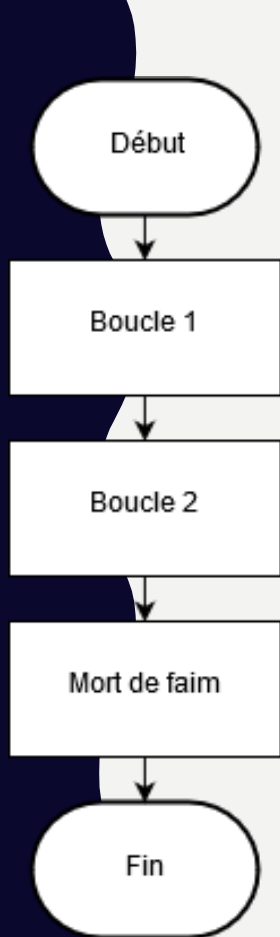
# CLASSE ESPÈCE : OLD()



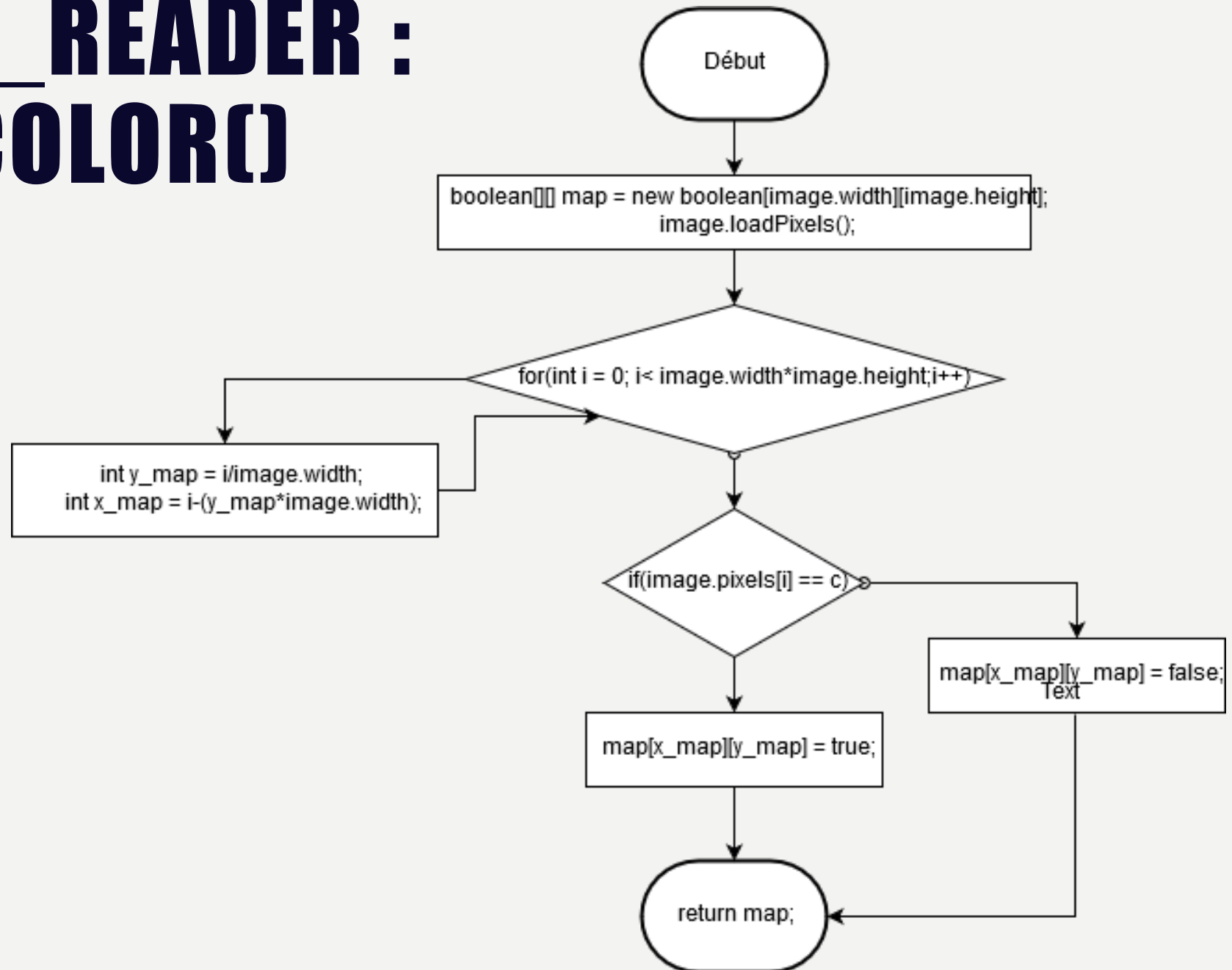
# CLASSE ANIMAL : MOVE()



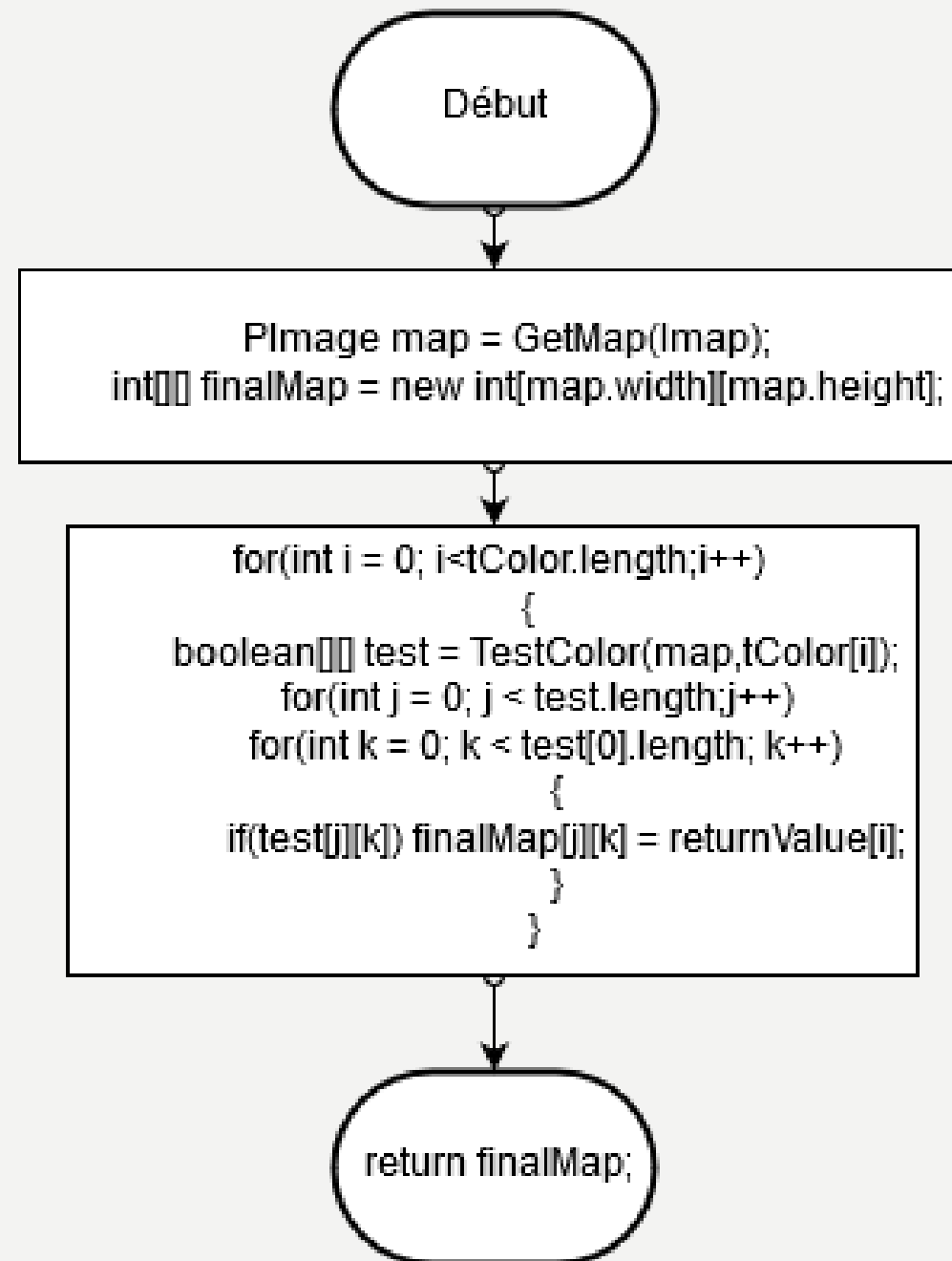
# CLASSE ANIMAL : EATO



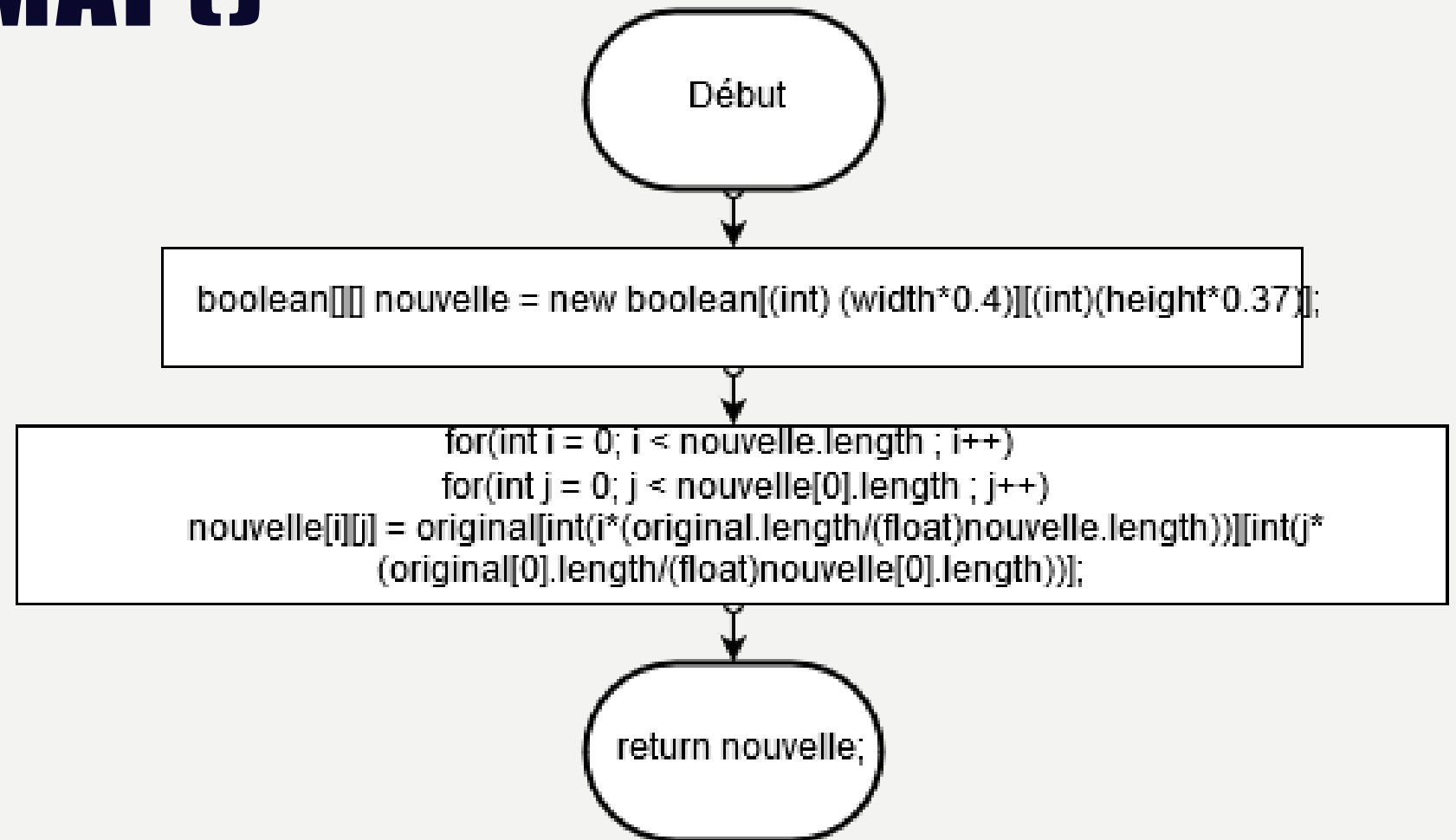
# MAPS\_READER : TESTCOLOR()



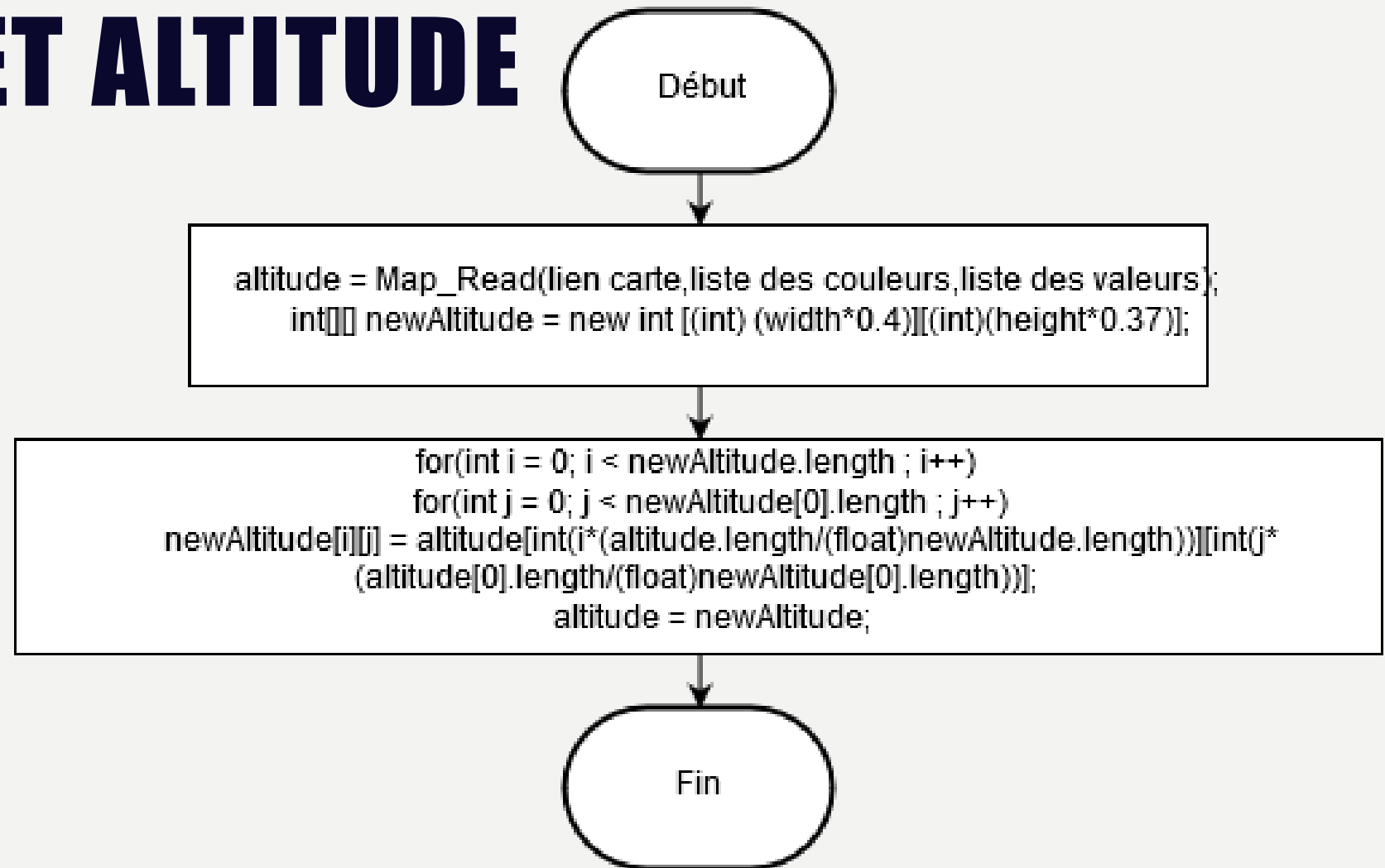
# MAPS\_READER : MAP\_READ()



# MAPS\_READER : RESIZEMAP()



# MAPS\_GESTION : BIOME ET ALTITUDE



# GETBIOMENAME(ID)

