



BoidList
ArrayList : Boids
float : colour

Boids
PVector: pos,vel,acc,ali,coh,sep
float neighborhoodRadius;
float maxSpeed
float maxSteerForce
float h
hue float sc
float flap
float t
boolean avoidWalls
float horizontal
float vertical
float shade
PVector mom;
float kineticEnergy;
ArrayList<Boid> friends;
float mass