









`<<enum>>`  
`VaccineDamage`

- NORMAL
- CONFUSION
- ACCIDENT
- ERROR

`<<enum>>`  
`SeasonType`

- SPRING = 0
- SUMMER = 1
- FALL = 2
- WINTER = 3

+ next(): SeasonType

`<<enum>>`  
`Influence`

- POS = 20
- NEU = 0
- NEG = -20

`<<enum>>`  
`LeafState`

- WITHOUTLEAVES
- WITHLEAVES
- FALLINGLEAVES
- GENERATELEAVES

animal

id  
 int, treeType: String): void

1  
 - workers  
 1  
 - trees

2 - habitats  
 \*  
 ↓

zitat

val{id: String}

`<<abstract>>`

Worker

- final id: String
- final name: String

# name(): String

- ~ abstract addResponsibility(id: String): void
- ~ abstract removeResponsibility(id: String): void
- ~ abstract calculate(): int

+ abstract toString(): String

Wijzigingen