NICOLLET Gautier B3 Ingésup Simulation Ecosysteme -ListEcosysteme: List<Ecosysteme> -Min: int -Max: int +AddEcosysteme(Ecosysteme) -Type: string +GetEcosystemeList: List<Ecosysteme> -MaxNuisibles: int -_listNuisibles: List<Nuisibles> +AddNuisible(Nuisible) +GetListNuisibles(): List<Nuisibles> +Ecosysteme(int) Coordonnees +UpdatePositions() -X: int -Y: int +Coordonnees(int, int) Nuisible #Vitesse: int Rat #Coordonnées: Coordonnees #Etat: string +Dead: string +Alive: string +Zombified: string +Contact(Nuisible) +shortName: string +IsMutant: bool -_nonViolentStrategy: NonViolentStrategy #CurrentCoordonnees: Coordonnees Zombie #LastCoordonnees: Coordonnees #R: Random +SetNonViolentStrategy(NonViolentStrat +Zombie() egy) +Contact(Nuisible) +GetDescription() +ResetPosition() +Zombify(Nuisible) +ChoixDirection(): string +IsPositionEmpty(int, int): Nuisible Pigeon +MoveOne(string) +Deplacement() +Spawn(Ecosysteme) +Contact(Nuisible) +Pigeon()

+Contact(Nuisible)