

Rabbit Grass Simulation

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Code description

In this exercise, we use the 3 provided classes:

1. RabbitsGrassSimulationModel
2. RabbitsGrassSimulationSpace
3. RabbitsGrassSimulationAgent

The first class is used to initialize and build the simulation. It received the parameters and create the agents and the space. It is also responsible of displaying the different part that are used by the user. The second class is used to create the space. In our case, the space is made of two grids: the rabbit grid and the grass grid.