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|  | Yes. |
|  | Yes; I imagine that in this simulation fox populations change in relation to the amount of rabbits they’re around. |
|  | No, it looks like at least in the first 100 and 150 steps that the rabbits ar vastly out growing the foxes. |
|  | It seems like both populations wax and wane in response to each other. |
|  | Not the same every time. During a long enough simulation the same patterns to appear. |
|  | It doesn’t appear that this simulation will ever wind up in a situation where one side has taken over completely. Rabbits are reproducing quickly and often and more than replenish the food supply for foxes until fox population gets to a certain level. Then foxes die and the rabbits catch back up. |
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|  | Steps:  0.  1.  2.  5.  10.  25.  50.  100.  200.  500. |
|  | Because the static reset method is assigning it a “random track” using the setSeed method. Using this method all the calls will be a random number, but they will be the same set of random numbers each time. |
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|  | Obviously leaving out any variable will cause some innaccuracy, but for the most part rabbits behavior doesn’t change between gender and with the high rate of reproduction it probably wouldn’t make much of a difference. |
|  | * According to some quickly googled information about Rabbits, our simulator has max litter size at 4 when in reality litter’s range from 4-12. * In our simulation reproduction age is set to 5 turns when in reality it’s 3-8 months. That would mean that each turn is .6 to 1.6 months. Max age is set to 40 turns which is between 2 years and 5.33 years which is much less than the 9-12 years rabbits can expect to live. |
|  | It seems to change the amplitude of the population wave. |
|  | Well it’s pretty unlikely the foxes would just die due to overcrowding. It would be more likely that they would move more times. I would also be concerned about getting exact birthing rates and life cycles. |
|  | It seems like most foxes are dying from hunger rather than age at double life. |
|  | There are a few scenarios that can cause populations to die out, but not many. Nearly all scenarios cause a large variation between populations. If we adjusted fox rabbit consumption to be closer to rabbit birth rates we can get closer to stability. |
|  | Increasing the size of the area doesn’t seem to have a huge amount of change overall, although the futher apart they get the easier it is for stray rabbits to repopulate. |
|  | As long as the area isn’t made to become too small it doesn’t seem to have that much of an effect. |
|  | Yes, decreasing the size of the field can cause problems if it’s made to be too small. |
|  | This just seemed to shorten the amplitude of the wave length |
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