model

Agent

- x : int
- y : int
- id : int
- color : Color
- environment : Environment
- currentDirection : Direction

- init()
+ doAction()
- move()

Environment

- space : Agent[][]
- size : int

+ getPlace(Agent)

MultiAgentSystem

- environment : Environement
- agents : ArrayList<Agent>

+ run(int, int)

Direction

- x : int
- y : int

view

BallsPanel

- space : Agent[][]

+ paintComponent(Graphics)

EnvironementRepresentation

- mas : MultiAgentSystem

- init()

core

Simulation

+ Main()