

## PredatorPrey

- predatorName: string      - preyGrowthRate: double  
- predatorDeathRate: double      - time: double  
- alpha: double      - predatorSize: double  
- gamma: double

+ PredatorPrey()

+ PredatorPrey(name: string, time: double,  
growthRate: double, preySize: double, predatorSize: double,  
preyAlleleFrequency: double, predatorAlleleFrequency: double)

+ PredatorPrey(name: string, predatorName: string, size: double,  
time: double, growthRate: double, deathRate: double,  
alpha: double, gamma: double)

+ getPredatorName(): string const

+ setPredatorName(predatorName: string): void

+ getPredatorDeathRate(): double const

+ setPredatorDeathRate(deathRate: double): void

+ getTime(): double const

+ getPreyGrowthRate(): double const

+ getAlpha(): double const

+ setAlpha(alpha: double): void

+ getGamma(): double const

+ setGamma(gamma: double): void

+ getPredatorSize(): double

+ setPredatorSize(predatorSize: double): void

+ getPreyPopulation(): double

+ getPredatorPopulation(): double