

1. Before introducing antibiotic total population will be always much higher than resistant population due to the difference introduced in `is_killed` function – non-resistant bacteria probability of dying is divided by 4. In Simulation A it grows very rapidly, due to the relatively high birth probability, in simulation B it is decreasing after ~50 timesteps.
2. Before introducing antibiotic number of resistant bacteria is slowly dropping after 30-40 timestep and it is much lower than number of total bacteria.
3. After introducing antibiotic total number of bacteria is dropping rapidly and getting equal to the number of resistant bacteria, due to the way update function in `TreatedPatient` was implemented.
4. Resistant population is now being equal to total population of bacteria. With lower birth probability (17%) between 200-250 step it is reaching 0 (simulation B). In simulation A (birth probability = 30%) it is slightly increasing after antibiotic introduction.

95% Interval, Simulation A: `total_pop`:

(200.58, 7.685817554118755)

95% Interval, Simulation A: `resistant_pop`:

(200.58, 7.685817554118755)

95% Interval, Simulation B: `total_pop`:

(0.1, 0.19403010075758878)

95% Interval, Simulation B: `resistant_pop`:

(0.1, 0.19403010075758878)