Ant

-posX: Int
-posY: Int

+Ant(initialX: int, initialY: int)

+getPosX(): int
+getPosY(): int

+move(posX, posY, environment)

Food

-posX: int
-posY: int

-Food(posX: int, posY: int)

+getPosX(): int
+getPosY(): int

+found(ant: Ant): boolean

AntColonyPanel

-ants: List<Ant>
-foods: List<Food>

+setAnts(ants: List<Ant>)

+setFoods(foods: List<Food>)

+paintComponent(g: Graphics)