

simulation::Testsimulation
~runs: int ~allRuns: java.util.ArrayList ~averageRuns: double ~timesRun: int ~predator: statespace.Position ~prey: statespace.Position ~resetGrid: boolean
~Testsimulation(): ctor +Testsimulation(): ctor +main(java.lang.String[]): void +test(policy.Policy, policy.Policy): void ~getAverage(java.util.ArrayList): double ~getVariance(java.util.ArrayList): double ~getStdDev(java.util.ArrayList): double +show(java.lang.String): void +pauseProg(): void

«interface» policy::Policy
+getAction(State s): String

statespace::State
-predator: statespace.Position -prey: statespace.Position -preyAction: java.lang.String
+State(statespace.Position, statespace.Position): ctor +State(statespace.Position, statespace.Position, java.lang.String): ctor +updatePosition(statespace.Position, statespace.Position): void +endState(): boolean +nextStates(java.lang.String): java.util.Vector +nextStatesReduced(java.lang.String): java.util.Vector +nextStatePrey(java.lang.String): statespace.State +nextStatePred(java.lang.String): statespace.State

statespace::Position
-x: int -y: int
+Position(int, int): ctor +Position(statespace.Position): ctor +wrap(int): int +move(java.lang.String): statespace.Position +transformPrey55(statespace.Position): statespace.Position +equals(statespace.Position): boolean