```
CartesianObject2D
    # position
    + CartesianObject2D()
    + ~CartesianObject2D()
    + clone()
    + getPosition()
                Δ
              Vehicle
+ maxSpeed
+ maxForce
  _acc
  _computedvelocity

    _computedposition

  velocity
  wander
- PURSUIT_forwardSteps
- WANDER_MAX_STRENGTH
- WANDER_MAX_RATE

    WANDER_forwardSteps

- wander_strength- wander_rate
+ Vehicle()
+ ~Vehicle()
+ setForce()
+ applyForce()
+ getVelocity()
+ seek()
+ arrive()
+ flee()
+ pursuit()
+ escape()
and 6 more.
# behaviour()
               Fish
         # _daycycle
# _stamina
          - _name
            awake
         - gone
         + Fish()
         + getIsGone()
         + setIsGone()
         + setName()
         + getName()
          + sleep()
         + wakeup()
         + isAwake()
         + isAsleep()
         + getStamina()
         and 12 more..
         # behaviour()
                 Δ
            Predatore
   + Predatore()
      ~Predatore()
    + isHungry()
    + eat()
    + clone()
    + getValoreNutrizionale()
    + getVisibility()
    + isInRange()
    + getType()
    + operator==()
+ operator!=()
    # behaviour()
```