

Boids

boids: tuple(np.array)
config:dict

fly_to_middle()
fly_away_nearby()
match_speed()
move_boids()
update_boids()
animate()
run_animation()

boids.new_flock()

count:int
xlimits:list(float)
ylimits:list(float)
vxlimits:list(float)
vylimits:list(float)