Word.h

```
class Word{
    private: //atributos
        Simulator * simulator;
    public: //metodos
        Word(int rows,int columns,int people,
            double perCent_infected);
        ~Word();
        void passDay();
        void print_word_bycountries();
        void print_word_all();
};
```

Simulator.h

```
class Simulator{
    //atributos
    vector<Country*> list_countries;
    int days_passed;
    int rows;
    int columns;
    public: //metodos
        Simulator(int r,int c);
        void populate(int peop,double pcinf);
        ~Simulator();
        void passDay();
        int getDaysPassed();
        void westNeighbourAdd(Country *  c, int index);
        void eastNeighbourAdd(Country * c, int index);
        void northNeighbourAdd(Country * c, int index);
        void southNeighbourAdd(Country * c, int index);
        void print_simulator_bycountries();
        void print_simulator_all();
};
```

SimulatorRules.h

```
class SimulationParameters{
    //atributos
    private:
        int daysMaxStay =  10;
        int daysMinStay = 5;
        int daysUntilSick = 6;
        int daysUntilDeadChance = 8;
        int daysUntilImmune = 10;
        int daysUntilHealthy = 2;
        //probabilidades de cosas
        double probToTransmitVirus = 0.4;
        double probToDie = 0.25;
    //metodos
    public:
        SimulationParameters();
        ~SimulationParameters();
        int getMaxStayDays();
        int getMinStayDays();
        int getUntilSickDays();
        int getUntilDeadChanceDays();
        int getUntilImmuneDays();
        int getUntilHealthyDays();
        bool infectionDiceThrow();
        bool travelDiceThrow();
        bool dieDiceThrow();
};
extern SimulationParameters g_simpars;
```