

Simulator

- enviro :: Environment
- time :: SimpleTimer
- humans :: int
- aliens :: int
- totalLifeForms :: int
- aiArray :: AiContext
- + <<create>> Simulator (e :: Environment, timer :: SimpleTimer, numHumans :: int, numAliens)
- + updateTime(time :: int)
- getAlContextArray() AiContext[]
- + <<static>> main (args :: String[])

void

void