# Class: Location

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| **Name of method** | **Access modifier** | **Purpose/Returns** |
| Location.\_\_init\_\_ | Special | Called implicitly when an instance is created |

# Class: Simulation

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| --- | --- | --- |
| **Name of method** | **Access modifier** | **Purpose/Returns** |
| Simulation.\_\_init\_\_ | Special | Called implicitly when an instance is created |
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# Class: Warren

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| --- | --- | --- |
| **Name of method** | **Access modifier** | **Purpose/Returns** |
| Warren.\_\_init\_\_ | Special | Called implicitly when an instance is created |
| \_\_CalculateRandomValue | Private | Returns a random value based on BaseValue and Variability |
| GetRabbitCount | Public | Returns private value \_\_RabbitCount |
| NeedToCreateNewWarren | Public | Checks if warren is at maximum capacity, if so it sets AlreadySpread to true and returns Boolean true. |
| WarrenHasDiedOut | Public | Returns Boolean true if no rabbits are in the warren |
| AdvanceGeneration | Public | If there are still rabbits remaining, age rabbits and run KillByOtherFactors. If there are still rabbits and the warren isn’t full, and male rabbits are there, mate rabbits.Text shown if User chose to show detail. |
| EatRabbits | Public |  |
| \_\_KillByOtherFactors | Private |  |
| \_\_AgeRabbits | Private |  |
| \_\_MateRabbits | Private |  |
| \_\_CompressRabbitList | Private |  |
| \_\_ContainsMales | Private |  |
| Inspect | Public |  |
| ListRabbits | Public |  |

# Class:

|  |  |  |
| --- | --- | --- |
| **Name of method** | **Access modifier** | **Purpose/Returns** |
|  |  |  |
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