# GEOG5990M Programming for Geographical Information Analysis: Core Skills

## UML for the Planning for Drunks Model

**Model: PlanningForDrunks.py**

+agents: Agent

+environment: list

+walked\_through\_environment: list

1

**Agent: Drunk\_AgentFramework.py**

+self.environment = list

+self.agents = int

+self.housenumber = int

+self.\_x = int

+self.\_y = int

+self.got\_home = False

+move()

+Agent variables

\*