UNIVERSIDAD DE LAS FUERZAS ARMADAS -ESPE

DATE:

15/05/2024

CLASS:

OOP - 14541

WORKSHOP TOPIC:

NOUNS LIST - ANTS IN THE MIDDLE OF THE SYSTEM DOCUMENT

Possible classes

1. Ant. Ok
2. Food. Ok
3. height ?

1 ACUÑA GAMBOA CHRISTIAN MARCELO

1. Ant
2. Food
3. Area
4. Anthills
5. Colony
6. Position
7. Resource
8. Cell
9. Nest
10. Piles of food
11. Pheromone
12. Time
13. Trail
14. Simulation
15. User
16. AntEater
17. Direction
18. Location
19. Ground
20. Level

2 ARBOLEDA ROMAN ABNER DAVID

1. Ant
2. AntEaters
3. Area
4. Colony
5. Position
6. Nest
7. Cell
8. PilesOfFood
9. Pheromone
10. Food
11. Time
12. Location
13. Simulation
14. Direction
15. Ground
16. Path
17. AntHill
18. User
19. Resource
20. Level

3 ARMIJOS MACAS ENZO ALBERTO

1.	area	ok
2.	simulation	ok
3.	ants	ok
4.	width	possible variable
5.	grid	possible variable
6.	height	possible variable
7.	cells	ok
8.	nest	ok
9.	colonies	ok
10.	food	ok
11.	position	ok
12.	time	possible variable
13.	pheromone	ok
14.	ticks	ok
15.	direction	ok
16.	ground	ok
17.	weight	possible variable
18.	behavior	ok
19.	class	ok
20.	body	ok
21.	species	ok
22.	rule	possible variable
23.	chaos	possible variable

4 AYUQUINA NAVAS DANNY MATEO

1. Ant
2. Ant eater
3. Ground
4. Colony
5. Food
6. Piles
7. Cells
8. Pheromone
9. Nest
10. Simulation
11. Level
12. Place
13. Units
14. Ant hill
15. Amount
16. Object
17. Key
18. Area
19. User
20. Trails

21. Positions

5 BONIFAZ VASQUEZ CHRISTIAN MATEO

1. Ant
2. AntEater
3. Colony
4. Area
5. Nest
6. Cell
7. PilesOfFood
8. Pheromone
9. Time
10. Direction
11. Position
12. Ground
13. Simulation
14. User
15. Resource
16. Path
17. AntHill
18. Environment
19. Food
20. Level

6 CAÑARTE GALARZA SARAY ADRIANA

1. Colony.
2. Cells
3. Ant
4. Food
5. Eaters
6. User
7. Ticks
8. Pheromone
9. Nest
10. Stock
11. Pile
12. Pheromone Trail
13. Level
14. Amount
15. Area
16. Ground
17. Grid
18. Units
19. Direction
20. Behaviors
21. Ant Hill

7 CEDEÑO CUENCA ANDRES ISAIAS

1. Área
2. food
3. ticks
4. pheromone
5. nest
6. trail
7. level
8. ant
9. pile
10. colony
11. Key
12. grid
13. uniform
14. base
15. ground
16. amount
17. time
18. milligrams
19. sample
20. corners
21. neighboring

8 CEDEÑO REYES NAHOMI NAYELY

1. Ant
2. Ticks
3. Colony
4. Food
5. Nest
6. Pheromone
7. Cell
8. Area
9. Ground
10. Weight
11. Milligrams
12. Hungry
13. Drops
14. Piles
15. Neighboring
16. Object
17. Key
18. Location
19. Direction
20. Behavior
21. Position
22. Level

23. Eaters
24. Ant Hill
25. Units
26. Sample

9 CHANATAXI QUIMBIAMBA MARCO VINICIO

1. Level
2. Team
3. Object
4. Food
5. Ant
6. Nest
7. Area
8. Eaters
9. Location
10. Key
11. Sample
12. Ground
13. Time
14. Direction
15. Grid
16. Simulation
17. User
18. Pile
19. Cells
20. Units

10 GAVILANEZ OCAMPO KENNY JESUS

1. Ant
2. Nest
3. Area
4. Cell
5. Colony
6. Food
7. Weight
8. Pheromone
9. Tics
10. Direction
11. Ant hill
12. Behavior
13. Milliseconds
14. Place
15. Drops
16. Time
17. Units
18. Position
19. Simulation

20. Location
21. Pile

11 GUALOTUÑA AMAGUAYA BRAYAN PATRICIO

1. Ant
2. Area
3. Colony
4. Food
5. Place
6. Nest
7. Pheromone
8. Ground
9. Weight
10. Tics
11. Position
12. Address
13. Anthill
14. Milliseconds
15. Behavior
16. Simulation
17. Time
18. Drops
19. Nest
20. Levels

13 LISINTUÑA CORREA CRISTIAN MATEO

1. food
2. ant
3. nest
4. ground
5. ant eater
6. user
7. amount
8. time
9. Units
10. Eaters
11. Hills
12. ticks
13. neighboring
14. cells
15. corners
16. object
17. pheromone
18. key
19. area
20. grid

14 MARQUEZ QUIROZ JENNIFFER PAOLA

1. Ants
2. Clony
3. Nest
4. Width
5. Position
6. Area
7. Food
8. Address
9. Pheromones
10. Anthill
11. Tics
12. Place
13. Miliseconds
14. Behavior
15. Simulation
16. Key
17. Level
18. Drops
19. Eaters
20. Location

15 MEDINA AUQUILLA NATHALY SIMONE

1. Area
2. Grid
3. Cells
4. Ants
5. Ants eaters
6. Colonies
7. Nest
8. Piles
9. Food
10. Pheromone
11. Drops
12. Position
13. Ticks
14. Stock pile
15. User
16. Behavior
17. Level

16 MORILLO CUEVA DAVID ARIEL

1. Tick
2. Area
3. Food
4. Level

5. Key
6. Drop
7. Address
8. Ground
9. Colony
10. Location
11. Grid
12. Cell
13. Pheromone
14. Nest
15. Pile
16. Weight
17. Anthill
18. Miligram
19. Direction
20. Random
21. Chaos

17 PANTOJA JIMENEZ CARLOS DAVID

1. Ants
2. Ant eaters
3. Colony
4. Nest
5. Ground cells
6. Food
7. Pheromone
8. Tick
9. Time
10. Simulation
11. Direction
12. Weight
13. Behavior
14. Level
15. Trail
16. Position
17. Preference
18. Milligrams
19. Neighbor
20. Cells
21. Nest
22. Grid

18 PEREZ CONDOR CARLOS ANDRES

1. Area
2. Colony
3. Nest
4. Ground cells
5. Ant eaters
6. Ants
7. Sample
8. Piece
9. Ground
10. Cells
11. Base nest
12. Piles
13. Pheromone
14. Food
15. Ant hill
16. Time
17. Grid
18. User
19. Behavior
20. Level

19 TRAVEZ CACHAGO ALEX ISMAEL

1. Ants
2. Colony
3. Food
4. Neighbor cell
5. Ant Eater
6. Nest
7. Phermone
8. Ant hills
9. Level
10. Direction
11. Trails
12. Objects
13. Cells
14. Ground
15. Base
16. Simulation
17. Neighborhood
18. Ticks
19. Pile
20. Key

20 RODRIGUEZ VILLAROEL DAVID JOSUE

1. Food
2. Ants

3. Nest
4. Cell
5. Ticks
6. pheromone
7. Colonies
8. User
9. Location
10. Area
11. Time
12. Food pile
13. Level
14. Objects
15. Direction
16. Ground
17. Amount
18. Key
19. Trail
20. Simulation
21. Sample

21 SEGARRA DIAZ EDUARDO ANDRES

1. Ant
2. AntEater
3. Nest
4. FoodPile
5. Nest
6. Pheromone
7. GroundCells
8. AntMount
9. AntHill
10. Colony
11. Food
12. ChemicalSignals
13. OdorSignals
14. ScentTrails
15. FoodStack
16. ScentMarkers
17. FoodAccumulation
18. FoodHeap
19. FoodHoard
20. AntPredators

22 VACA ZURITA LUIS EDUARDO

1. Area
2. Grid
3. Cells

4. Ants
5. Food
6. Piles
7. Nest
8. Colonies
9. Time
10. Ground
11. Units
12. Eaters
13. Hills
14. Relations
15. Behavior
16. Ticks
17. Pheromone
18. User
19. Ant Behavior
20. Amount

23 VALENCIA BUSTAMANTE YULIANA ANAHI

1. Ants
2. Grid
3. Cells
4. Nests
5. Food
6. Area
7. Direction
8. Time
9. Ticks
10. Preference
11. Strength
12. Width
13. Colonies
14. Simulation
15. Weight
16. mg
17. Pheromones
18. Height
19. Position
20. User

24 VILLAGOMEZ FREIRE DOMENICA NICOLE

1. Ground
2. Nest
3. Ant
4. Food
5. Pheromone

6. Trail
7. Cell
8. Colony
9. Ticks
10. Ant eater
11. Behavior
12. Area
13. Food Pile
14. Locate
15. Stock
16. Level
17. Unit
18. Sample
19. Simulation
20. User
21. Measure
22. Relation

25 VITERI AVILA ALEXIS JHOSUE

1.-Ants
2.-Área
3.-Cells
4.-Colony
5.-Pheromone
6.-Food
7.-Nest
8.-Level
9.-Amount
10.-User
11.-Milligram
12.-Direction
13.-Key
14.-Tick
15.-Time
16.-Simulation
17.-Width
18.-Ant eater
19.-Grid
20.-Trail.