

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

area ok
 simulation ok
 ants ok

width possible variable
 grid possible variable
 height possible variable

7. cells ok
8. nest ok
9. colonies ok
10. food ok
11. position ok

12. time possible variable

13. pheromone ok14. ticks ok15. direction ok16. ground ok

17. weight possible variable

18. behavior ok
19. class ok
20. body ok
21. species ok

22. rule possible variable23. 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. Chemical Signals
- 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.