****

**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 |
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| 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.