**Population manager and the related objects.**

**1 – General description:**

Is the class responsible for managing all the population unit, composed by *family\_t* each which is part of a collectios –*family\_collection\_t*-.

**INFO – family\_t**

This object represent the basic population unit, it define an object composed by one or more population unit -*population\_unit\_t*-. The amount and type of member can vary.

**INFO – family\_collection\_t:**

A family\_collection\_t is an aggregation of families, all the families within the same family\_collection\_t share some common information, characteristics ecc. For example all the families part of the same collection have the same residence place.

**INFO – The residence place of a collection:**

Each collection –*family\_collection\_t*- has defined a residence place –*residence\_info\_t*- where the family of the collection is living. Since all the family of the same collection share the same living place –like the same building- then each construction –*construction\_t*- know which is the family collection related to him –Each residence\_t object have the ID of the related collection object-