

**Model**

+agents: Agent  
+environment: list  
+AgentID  
+move  
+density:list  
+stop

**Agent**

#x: int = random (128,148)  
#y: int = random (138,159)  
+environment: list  
+environment2: list  
+agents: Agent  
+density: list

+set\_x (x:int)  
+set\_y(y:int)  
+\_\_init\_\_(environment:list,agents:lists): Agent  
+move()  
+density()

