**DrunkModel.py**

+drunks: Drunk

+num\_of\_drunks: int

+carry\_on: bool

+environment: list

+houseCoordsList: list

+housenoList: list

+pubDoor: list

+route\_environ: list

+coordsFinder(ID: int)

+update()

+gen\_function()

+run()

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**drunkframework.py**

+env: list

+route\_environ: list

+drunks: list

+\_envWidth: int

+\_envHeight: int

+\_x: int

+\_y: int

+houseno: int

+houseCoords: list

+home: bool

+randomness: float

+\_\_init\_\_(env, route\_environ, drunks, houseCoords, randomness)

+home\_distance(houseCoords, X, Y)

+stumble()

+back\_home()