```
Pvector
+ X
+ y
+ Pvector()
+ Pvector()
+ set()
+ addVector()
+ addScalar()
+ subVector()
+ subTwoVector()
+ subScalar()
+ mulVector()
+ mulScalar()
and 10 more...
            +location
            +velocity
          +acceleration
       Boid
  + predator
  + killed
  + maxSpeed
  + maxForce
  + Boid()

    Boid()

  + Boid()
 + applyForce()
  + Separation()
  + Alignment()
  + Cohesion()
  + seek()
  + run()
  + update()
  + flock()
  + borders()
  + angle()
```