Ant

- position : int
- destination : int
- lastPosition : int

+ move(landscape : Landscape) : int
+ setDest(dest : int) : void

Path

+ cost : double
+ pheromone : double
+ source : int
+ destination : int
+ next : Path *

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AntColony

- ants : Vector<Ant>
- antMoves : Vector<Vector<int»
- landscape : Landscape
- source : int
- destination : int

+ nextStep(steps: unsigned int = 1): Vector<Vector<int»
+ getAntMoves() : Vector<Vector<int»
+ getLandscape() : Landscape

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Landscape

- adjazenz : Vector<Path>
- pheromonUpdate : Vector<Vector<double»

+ getPath (position : int) : PathIterator
+ update () : void
+ setPheromonUpdate (from : int, to : int) : void