

<<trait>>

environment.Environment

- + singleNode(): Environment
- + manhattanGrid(cols: Int, rows: Int): Environment
- + euclideanGrid(cols: Int, rows: Int): Environment
- + nDevices(): Int
- + position(device: Int): (Double, Double)
- + neighbors(device: Int): Iterable[Int]

<<trait>>

EnvironmentWithTags

- + withTag(tag: Any): Cell[Set[Int]]
- + tag(tag: Any, devices: Set[Int]): this
- + untag(tag: Any, devices: Set[Int]): this
- + setTag(tag: Any, devices: Set[Int]): this
- + unsetTag(tag: Any): this
- + unsetTags(): this

