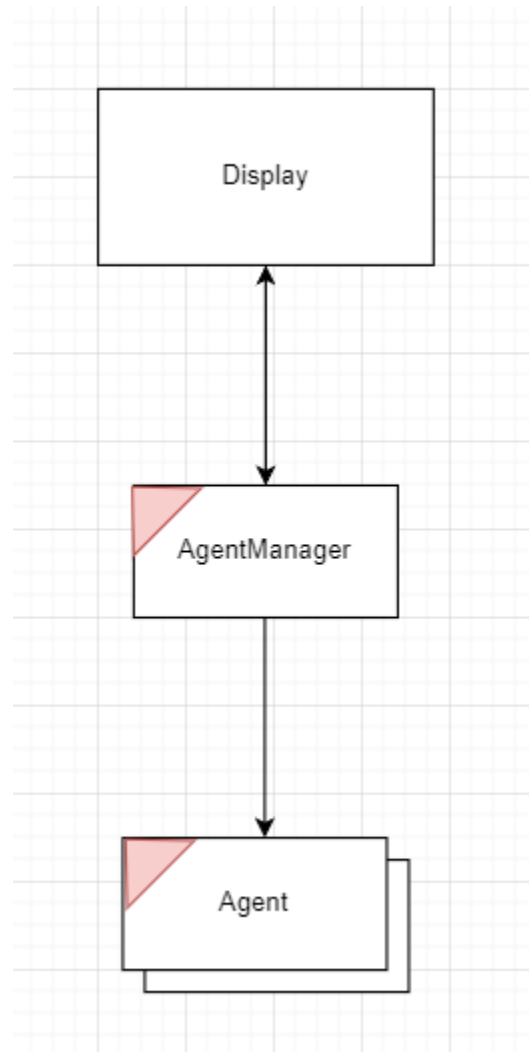


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CS351L-002
Project 4 - Disease Simulation



Description

- Display initializes visualization of disease simulation. Display utilizes an updateDisplay function which is called in AgentManager and is passed a list of updated agents so that the visual states of the agents in the simulation can be updated on the client.
- AgentManager is responsible for reading in a user-provided simulation config file and initializing simulation properties. If a simulation config file is not provided, AgentManager will initialize simulation properties to a default configuration. Once the simulation has been built, AgentManager runs the simulation which involves the initialization and management of agent threads as well as updating the display for each simulation iteration.
- The Agent entity implements runnable and represents a disease vector for the simulation. Agent holds reference to a disease status, a coordinate which can be used to relate the location of one agent to another, as well as incubation & sickness times which represent the periods of time which must pass before updating the respective status. Agent's runnable task receives a list of neighbor statuses from AgentManager which is used to dictate whether Agent must perform a status change.