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Sagarui (Driver)
ArrayList<Sagar> sagars
ArrayList<Mass> mass
void setup()
void draw()
void ballConsumption()
void massConsumption()
void deadSagarRemoval()
void spawnMass
   Sagar (abstract)
 - pQueue<Ball> balls
 - int totalMass
 - long _lastSplitTime
                                      AISagar
                                   + void split()
 + void merge()
 + void update()
 + void move()
                                    HumanSagar
 + void display()
                                   + void split()
 - void calcMass()
 - bool canSplit()
 + bool split()
 + bool removeBall()
 + int getMass()
    Ball (abstract)
- int _mass
- Sagar _parent
- color col
                                      AIBall
- float x, y
                                  + void split()
+ void consume (Ball)
+ void consume (Mass)
                                    HumanBall
+ abs void move()
                                    void split()
+ void display()
+ int getMass()
+ int compareTo(Object)
          Mass
- int mass
- float x, y, col
```

+ void display()