

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  
- Sagar target  
  
+ void merge()  
+ void update()  
+ void move()  
+ void display()  
+ void setTarget()  
- void calcMass()  
- bool canSplit()  
+ bool split()  
+ bool removeBall()  
+ int getMass()  
+ float getDistFrom(float, float)  
+ float getX(), getY()  
+ Sagar getTarget()
```

AISagar

```
+ void split()
```

HumanSagar

```
+ void split()
```

Ball (abstract)

```
- int _mass  
- Sagar _parent  
- color _col  
- float x, y  
  
+ void consume(Ball)  
+ void consume(Mass)  
+ void display()  
+ abs void move()  
+ int getMass()  
+ int compareTo(Object)  
+ float getDistFrom(float, float)  
+ Sagar getParent()
```

AIBall

```
+ void move()
```

HumanBall

```
+ void move()
```

Mass

```
- int _mass  
- float x, y  
- color _col  
- bool exists  
  
+ void display()
```