Darwin

- grid : vector<vector<int>>
- creatures : vector<Creature>
- creaturePos :
- vector<pair<int,int>>
- columnSize : int
- rowSize : int
- + addCreature() : boolean
- + moveCreature() : boolean
- + move(): void
- + wallCode(): int
- + print() : void

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Creature

- pc : int
- species : Species
- dir : direction
- + turnLeft() : void
- + turnRight(): void
- + infectCreature(): void
- + move() : pair<,>
- + printCreature(): void

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Species

- -program : vector<pair<instruction,int>>
- type : char
- + addInstruction(): void
- + CallInstruction() :: instruction
- + printSpecies() : void