

Ambulance		Vehicle none
<ul style="list-style-type: none"> <li>• knows number of ambulances</li> <li>• knows its capacity</li> <li>• knows its velocity</li> <li>• transports sick Humans to Hospital</li> </ul>	<ul style="list-style-type: none"> <li>• Record</li> <li>• Human</li> <li>• IGPS</li> </ul>	

Being		IPrintable Human, EmptySlot
<ul style="list-style-type: none"> <li>• get identification</li> <li>• get representation</li> </ul>		

BeingContainer		none Human
<ul style="list-style-type: none"> <li>• get list of agents</li> <li>• add agents</li> <li>• get map</li> <li>• performs rounds of agent activities</li> </ul>	<ul style="list-style-type: none"> <li>• Map</li> <li>• Record</li> </ul>	

Building		Being Hospital
<ul style="list-style-type: none"> <li>• knows its capacity</li> <li>• knows number of blocks</li> </ul>		

Coordinates		none none
<ul style="list-style-type: none"> <li>• stores a pair of coordinates</li> <li>• adds vector to stored coordinates</li> <li>• returns neighbouring coordinates</li> </ul>	<ul style="list-style-type: none"> <li>• none</li> </ul>	

<b>Dice</b>		none
		none
<ul style="list-style-type: none"> <li>• generate pseudorandom numbers</li> </ul>	<ul style="list-style-type: none"> <li>• none</li> </ul>	

Abstract	<b>Disease</b>	IDisease
		Virus
<ul style="list-style-type: none"> <li>• stores information about illness</li> </ul>	<ul style="list-style-type: none"> <li>• Human</li> <li>• DiseaseRecord</li> </ul>	

<b>DiseaseRecord</b>		none
		none
<ul style="list-style-type: none"> <li>• stores information about course of illness</li> <li>• runs information flow between Human and disease</li> <li>• runs illness progress</li> </ul>	<ul style="list-style-type: none"> <li>• Disease</li> <li>• Human</li> </ul>	

<b>Dispatching</b>		none
		none
<ul style="list-style-type: none"> <li>• intakes calls about needed interventions</li> <li>• sends vehicles of a specific type for interventions</li> </ul>	<ul style="list-style-type: none"> <li>• Record</li> <li>• Map</li> <li>• Vehicle</li> <li>• Queue</li> </ul>	

<b>Doctor</b>		Human
		none
<ul style="list-style-type: none"> <li>• heal the patient</li> </ul>	<ul style="list-style-type: none"> <li>• Human</li> <li>• Dice</li> </ul>	

<b>EmptySlot</b>		Being none
<ul style="list-style-type: none"> <li>• is empty</li> </ul>	<ul style="list-style-type: none"> <li>• Map</li> </ul>	

<b>GPS1</b>		IGPS none
<ul style="list-style-type: none"> <li>• calculates route for a vehicle</li> </ul>	<ul style="list-style-type: none"> <li>• Vehicle</li> <li>• Map</li> </ul>	

<b>Hearse</b>		Vehicle none
<ul style="list-style-type: none"> <li>• knows its velocity and capacity</li> <li>• knows number of hearses</li> <li>• transports dead Humans to the Graveyard</li> </ul>	<ul style="list-style-type: none"> <li>• Record</li> <li>• Human</li> </ul>	

<b>Hospital</b>		Building none
<ul style="list-style-type: none"> <li>• stores ill Humans</li> <li>• cures its inhabitants</li> </ul>	<ul style="list-style-type: none"> <li>• Human</li> <li>• Doctor</li> </ul>	

<b>Human</b>		Being, IMovable, IDiseaseSensitive Doctor
<ul style="list-style-type: none"> <li>• move</li> <li>• perform illness</li> <li>• get sex</li> <li>• get health points</li> <li>• get is infected</li> <li>• get age</li> </ul>	<ul style="list-style-type: none"> <li>• Dice</li> <li>• Coordinates</li> <li>• DiseaseRecord</li> </ul>	

Interface	<b>IDisease</b>	none Disease
<ul style="list-style-type: none"><li>• gives information about disease</li><li>• gives disease methods (infect, progress)</li></ul>	<ul style="list-style-type: none"><li>• Human, DiseaseRecord</li></ul>	

Interface	<b>IDiseaseSensitive</b>	none Human
<ul style="list-style-type: none"><li>• performs actions related to being ill, infecting and recovering</li></ul>	<ul style="list-style-type: none"><li>• DiseaseRecord</li></ul>	

Interface	<b>IGPS</b>	none GPS1
<ul style="list-style-type: none"><li>calculates route for vehicle</li></ul>	<ul style="list-style-type: none"><li>Vehicle</li><li>Map</li></ul>	

Infector		none
		none
<ul style="list-style-type: none"><li>• runs infection</li></ul>	<ul style="list-style-type: none"><li>• Human</li><li>• Disease</li></ul>	

Interface	<b>IMovable</b>	none Human, Vehicle
<ul style="list-style-type: none"><li>• moves</li></ul>	<ul style="list-style-type: none"><li>• Coordinates</li></ul>	

Interface	<b>IPrintable</b>	none Being
<ul style="list-style-type: none"><li>• can be printed on the map</li></ul>	<ul style="list-style-type: none"><li>• none</li></ul>	

Interface		none
<b>IRecord</b>		Record
<ul style="list-style-type: none"> <li>• moves its agent</li> <li>• infects its neighbours</li> <li>• progresses illness and recovers</li> </ul>	<ul style="list-style-type: none"> <li>• Coordinates</li> <li>• Map</li> </ul>	

		none
<b>Map</b>		none
<ul style="list-style-type: none"> <li>• display map measurments</li> <li>• display map</li> <li>• get field</li> <li>• set field</li> </ul>	<ul style="list-style-type: none"> <li>• IPrintable</li> <li>• EmptySlot</li> <li>• BeingContainer</li> </ul>	

		none
<b>Queue</b>		none
<ul style="list-style-type: none"> <li>• stores calls about interventions needed</li> </ul>	<ul style="list-style-type: none"> <li>• Record</li> <li>• Coordinates</li> </ul>	

		IRecord
<b>Record</b>		none
<ul style="list-style-type: none"> <li>• get position</li> <li>• get being (agent binded to this record)</li> <li>• runs information flow between agent and simulation</li> </ul>	<ul style="list-style-type: none"> <li>• IMovable</li> <li>• IDiseaseSensitive</li> </ul>	

		Being, IMovable
<b>Vehicle</b>		Ambulance, Hearse
<ul style="list-style-type: none"> <li>• knows number of vehicles</li> <li>• stores passengers (Humans)</li> <li>• moves</li> </ul>	<ul style="list-style-type: none"> <li>• IGPS</li> <li>• Human</li> <li>• Dispatching</li> </ul>	

Virus		Disease
		none
<ul style="list-style-type: none"><li>• stores and gives information about specific disease - THE Virus</li><li>• performs Virus-illness</li><li>• KILLS!</li></ul>	<ul style="list-style-type: none"><li>• Human</li><li>• DiseaseRecord</li></ul>	