Human	Being
	Doctor
• move	• IMovable
• perform illness	• IDiseaseSensitive
• get sex	• Dice
• get health points	
• get is infected	
• get age	

Abstract BeingContainer	none
	Human
• get list of agents	• Map
• add agents	• Record
• get map	
• perform movement round	
• perform illness round	

Abstract Being	none
	Human, EmptySlot
• get identification	• IPrintable
• get representation	

Map	none
	none
• display map measurments	• IPrintable
• display map	• EmptySlot
• get field	• BeingContainer
• set field	

Doctor	Human
	none
• heal the patient	• Human

EmptySlot	Being
	none
• is empty	• Map

Abstract	Record	none
		none
• get position • get being (agent binded to this record)	• IMovable	

Dice	none
	none
• generate pseudorandom numbers	• none