GEOG5990M: Programming for Spatial Analysts: UML for Final Mode – Agents Eating Environment

Model +agent: Agent 1 +environment: list +neighbourhood: int **Agent** #y: int #x: int +environment: list +agents: Agent +set_y(y:int) +set_x(x:int) +get_y(): int +get_x() : int +__init__(environment:list,agents:list,neighbourhood:list,y:int,x:int): Agent +move() +eat() +share_with_neighbours(neighbourhood) +vomit() +distance_between(neighbourhood:int): double