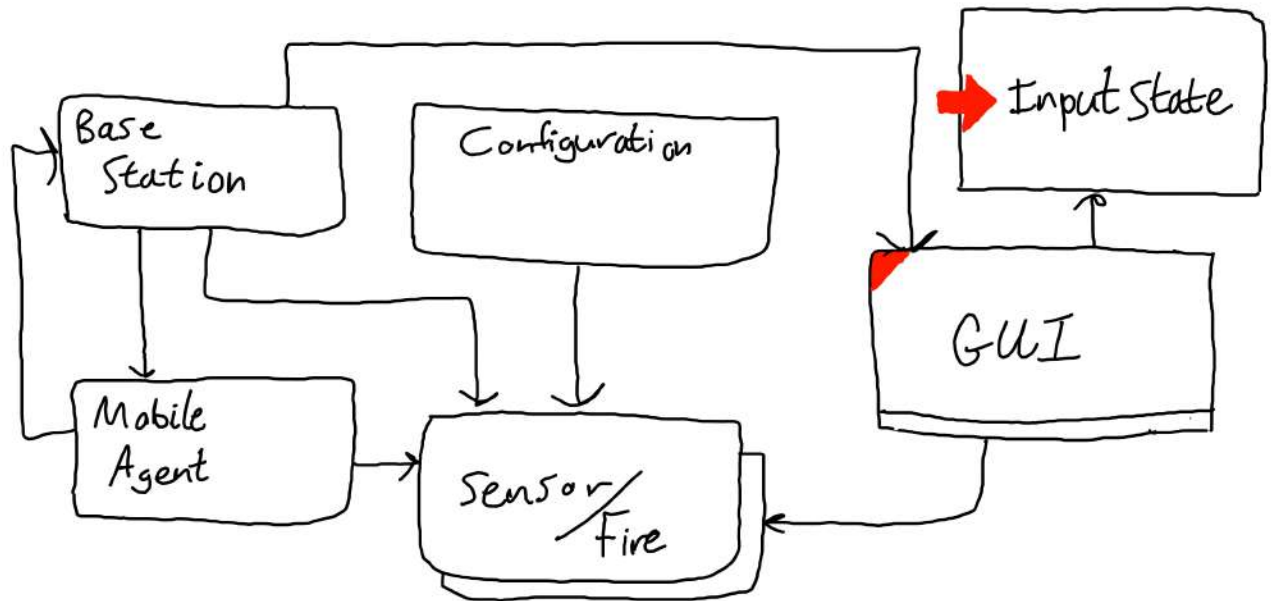# Forest Fire Simulation Object Design Diagram

Configuration : builds the Sensor network given a txt file

Sensor: simulates the forest itself; connected through a node network and simulates the fire whenever a neighbor is on fire.

Base Station: directly interacts with Mobile Agents by creating them and sending them to go and monitor the fire. Keeps a Log based on the data collected by the Mobile Agents.

Mobile Agent : monitors the fire and sends information to build the Base Station Log

GUI : monitors the Sensor network, the Base Station, and Mobile Agents to receive data from each of them. Displays them accordingly with the ability to change the fire speed whenever the fire has started spreading.

Input State : mouse input on buttons and the slider