

Diagrama de clases

Infection
+ name: str

Virus
+ tasa_contagiosidad: float
+ tasa_mortalidad: float
+ resistencia_medicina: float
+ visibilidad: float

Bacteria
+ tasa_contagiosidad: float
+ tasa_mortalidad: float
+ resistencia_medicina: float
+ visibilidad: float

Parasite
+ tasa_contagiosidad: float
+ tasa_mortalidad: float
+ resistencia_medicina: float
+ visibilidad: float

Node
+ data:
+ next_node: Node()
+ get_next(): Node()
+ set_next(n: Node()): None
+ get_data():
+ set_data(d:): None

LinkedList
+ head: Node
+ tail: Node
+ size: int
+ append_left(d:): None
+ append(d:): None
+ remove(d:): None
+ find(d:): Node.d
+ find_name(d: str): Node.d
+ __in__(valor): bool
+ __len__(): int
+ __iter__(): None
+ __repr__(): str
+ __getitem__(index: int): Node.d
+ clear(): None
+ count(valor): int

Country
+ name: str
+ initial_population: int
+ healthy_total: int
+ dead_total: int
+ infected_total: int
+ alive_total: int
+ actions_queue: LinkedList
+ neighbours: LinkedList
+ neighbours_names: LinkedList
+ air_neighbours: LinkedList
+ air_neighbours_names: LinkedList
+ open_airport: bool
+ open_frontier: bool
+ has_cure: bool
+ has_mask: bool
+ status: str
+ neighbours_available: LinkedList
+ air_neighbours_available: LinkedList
+ prob_spread_land: float
+ prob_spread_air: float
+ add_neighbour(other: Country): None