

## Country

- + add-air-neighbour (other: Country): None
- + simulate-one-day (infection: Infection, prob-die: float): None
- + simulate-spread-land(): None
- + simulate-spread-air(): None
- + infect-one (num: int): None
- + kill-one (num: int): None
- + cure-one (num: int): None
- + propose(): None

## World

- + countries: LinkedList
- + names: LinkedList
- + initial-population: int
- + infected-total: int
- + dead-total: int
- + healthy-total: int
- + alive-total: int
- + actions-queue: LinkedList
- + cure-progress: float
- + is-cure-discovered: bool

- + file-population: str
- + file-borders: str
- + file-airports: str
- + file-random-airports: str

- + propose(): None
- + simulate-cure-discovery(): None
- + simulate-cure-progress(): None
- + load-countries(): None
- + add-country (country: Country): None

## Game

- + world: World
- + infection: Infection
- + day: int

- + choose-infection(): None
- + choose-country(): None
- + save-game(): None
- + prob-die(): float
- + simulate-one-day(): None
- + display-countries-status(): None

- + show-day-summary(): None
- + show-country-summary(): None
- + show-dead-average(): None
- + show-infection-average(): None