## Agent

- +environment: list
- +drunks: list
- +sety(y:int)
- +setx(x:int)
- +home\_num: int
- +routes: int
- +athome: bool
- +\_\_init\_\_(environment, drunks, home\_num, routes)
- +move()

## Model

- +drunks: Drunks
- +num\_of\_drunks: int
- +environment: list
- +routes: list
- +home\_num: list
- +carry\_on: bool
- +update()
- +gen\_function()
- +run()
- +close()
- +write()