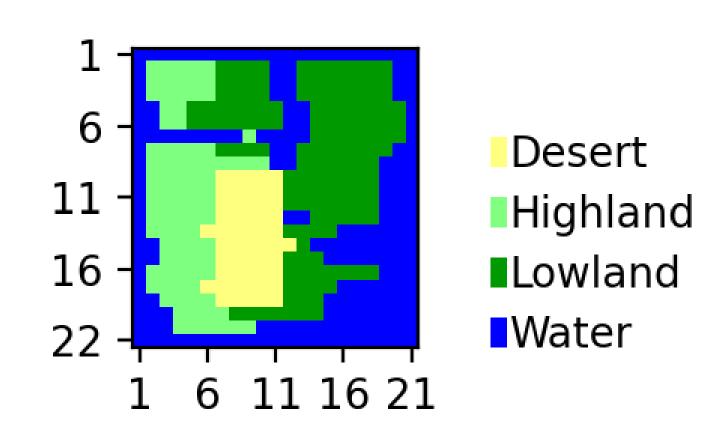
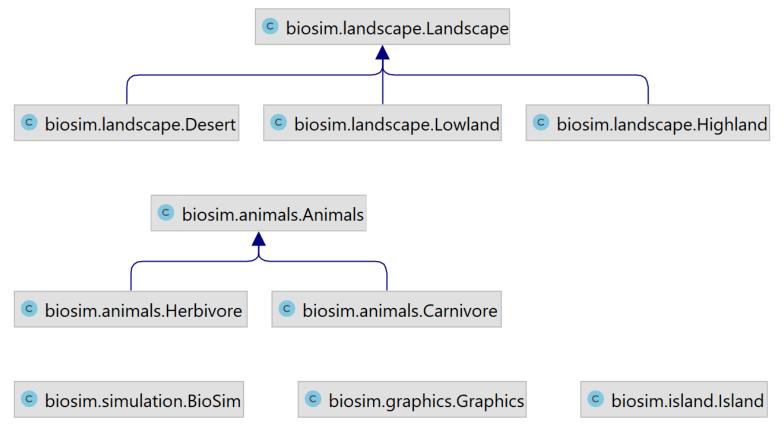
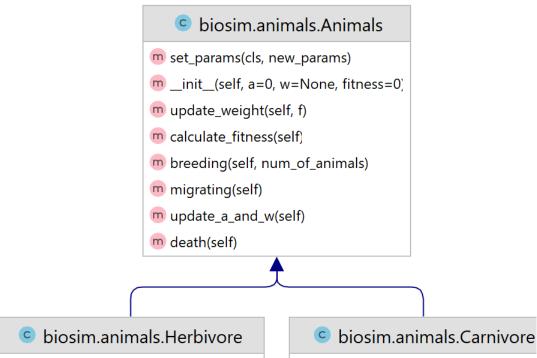
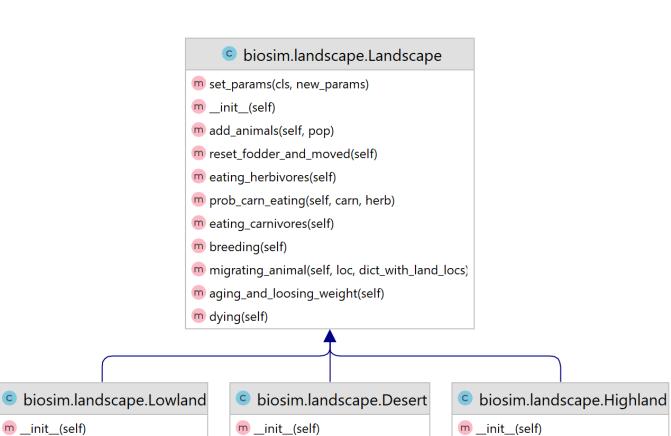
BioSim







m __init__(self, a=0, w=None, fitness=0)



m __init__(self)

m __init__(self, a=0, w=None, fitness=

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- <u>m</u> __init__(self, img_dir=None, img_name=None, img_fmt=None, island_map=None
- m update(self, hist_specs, year, cmax_herb, cmax_carn, island, numHerbs, numCarns
- m make_movie(self, movie_fmt=None)
- m setup(self, ymax_animals, final_year, img_year);
- m count_plot(self, year)
- m plot_map(self, subplot, island_map)
- _update_heat_plot_herb(self, herb_matrix, cmax);
- _update_heat_plot_carn(self, carn_matrix, cmax)
- _update_animal_graph(self, year, numHerbs, numCarns)
- _update_hist_age(self, hist_specs, age_herb, age_carn)
- _update_hist_weight(self, hist_specs, weight_herb, weight_carn
- m_update_hist_fitness(self, hist_specs, fitness_herb, fitness_carn
- m _save_graphics(self, year)

- biosim.island.Island
- m __init__(self, island_map)
- m place_animals(self, pop)
- m migrating(self)
- m one_year(self)
- m matrix(self)
- m age_fitness_weight_herb(self)
- m age_fitness_weight_carn(self)

biosim.simulation.BioSim m_init_(self, island_map, ini_pop, seed, vis_years=1, ymax_animals=None, cmax_animals=None, hist_specs=None, img_dir=None, img_base=None, img_fmt='png', img_years=None, log_file=Note m_set_animal_parameters(self, species, params) m_set_landscape_parameters(self, landscape, params) m_simulate(self, num_years) m_add_population(self, population) p_year(self) p_num_animals(self) m_make_movie(self)