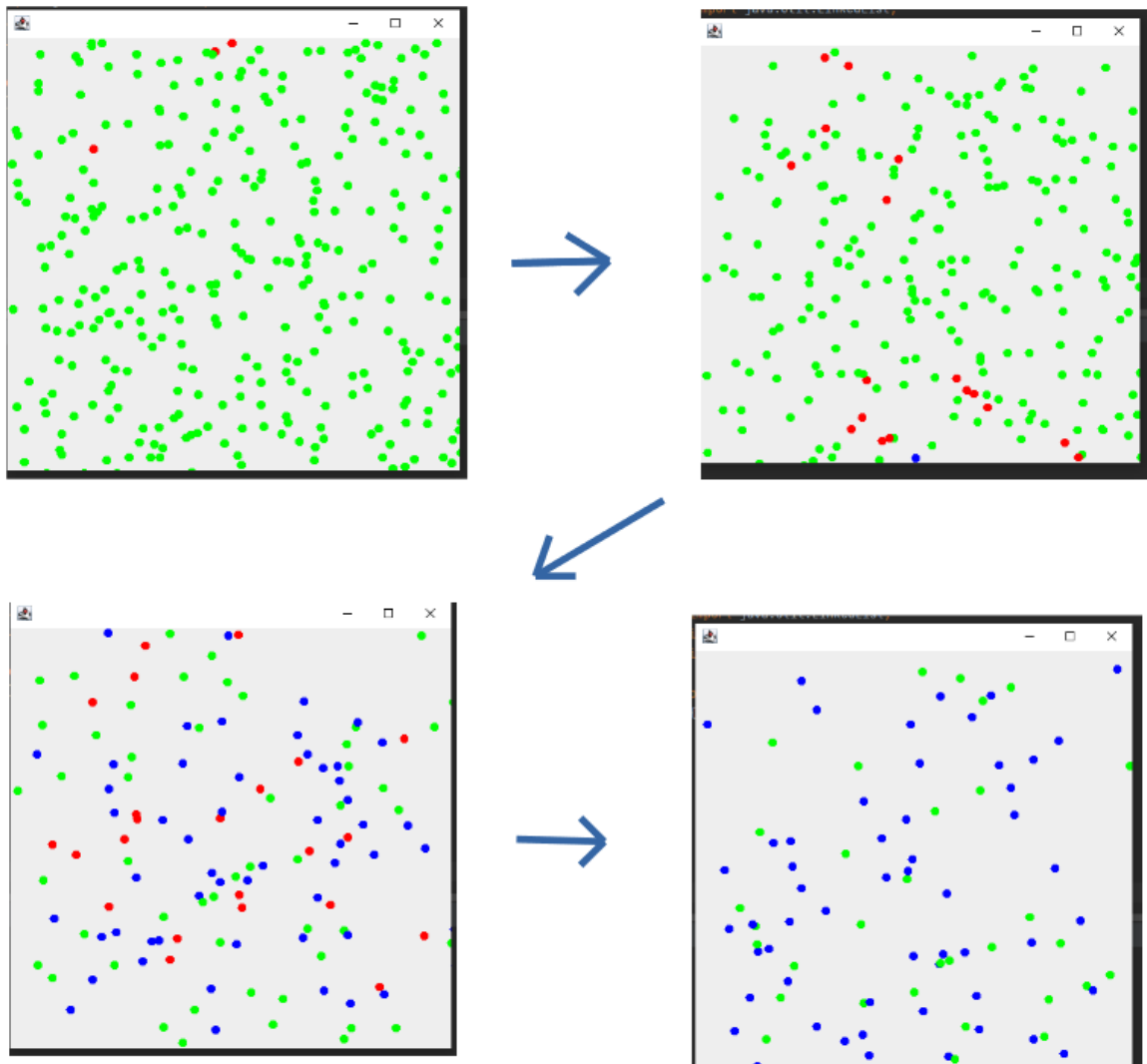


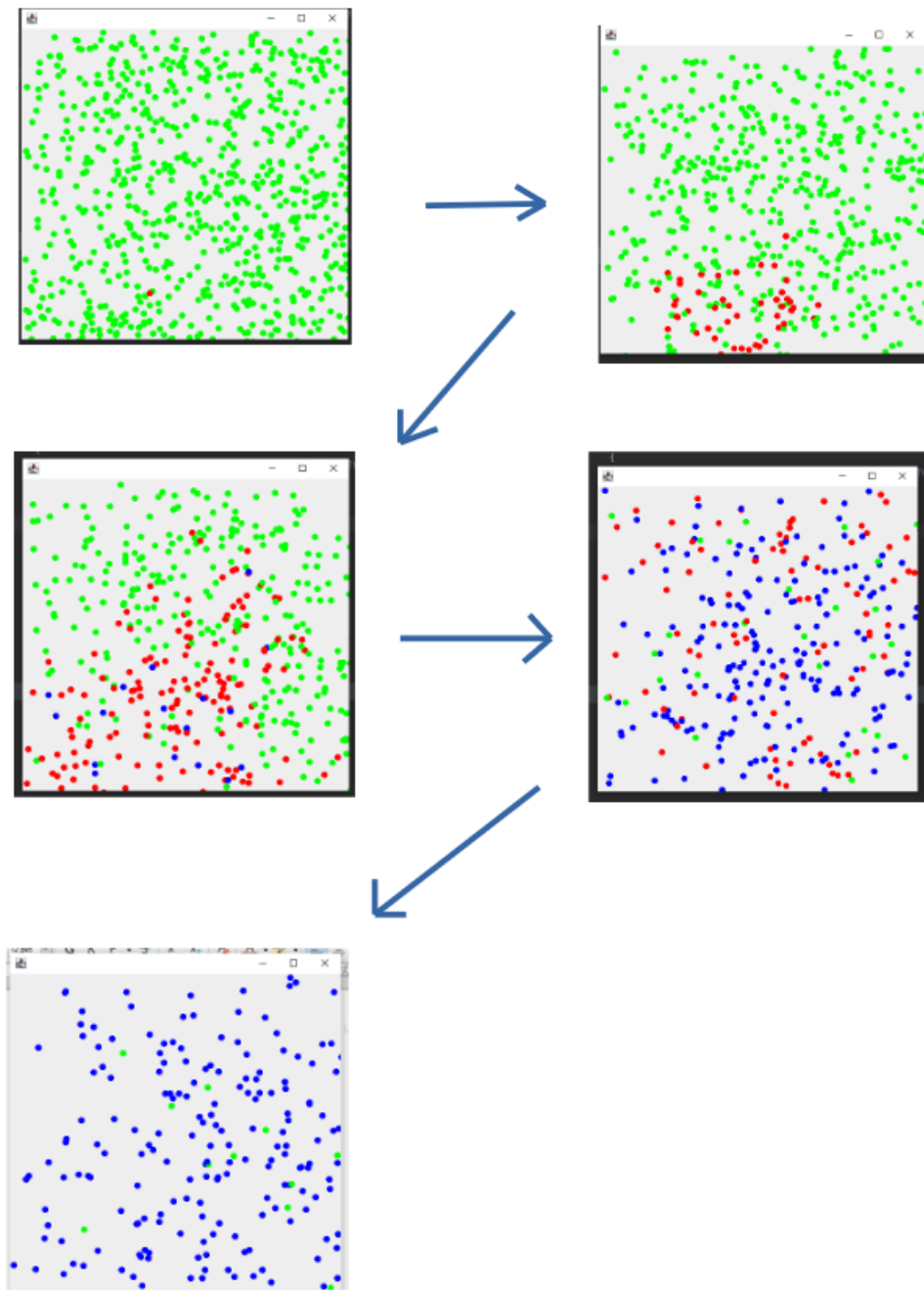
The goal of program is to simulate development of infection in the population.

- Healthy individual
- Seek individual
- Resistant individual

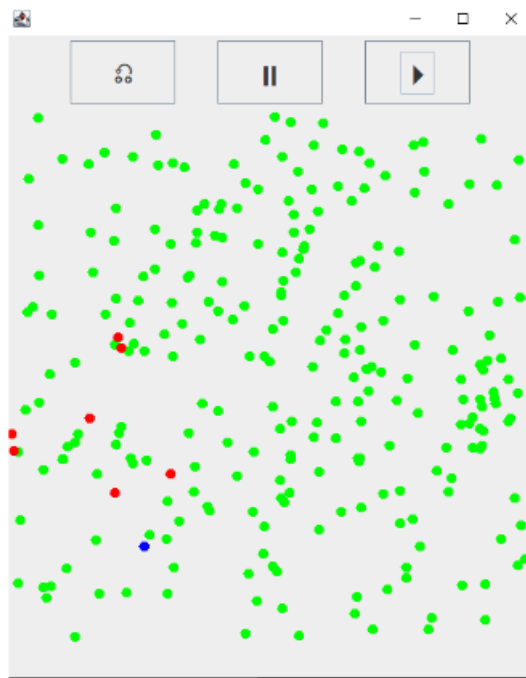
- 200 individuals, 50m x 50m:



- 400 individuals, 50m x 50m:



- The ability to undo the simulation state has been implemented



- Used design patterns: state, memento (snaphsot)
- Preconditions of simulation:
 - A healthy and vulnerable individual becomes infected from an infected individual then and only if:
 - a) the distance between them does not exceed 2[m] and (conjunction) b) time when the distance is maintained is not less than 3 [s] of the simulation.
 - Probability of infection from an asymptomatic individual is 50 percent, and from an individual with a symptomatic course of the disease 100 percent.
 - The infected individual maintains the infection for 20 to 30 seconds of the simulation, then he recovers, gaining immunity.