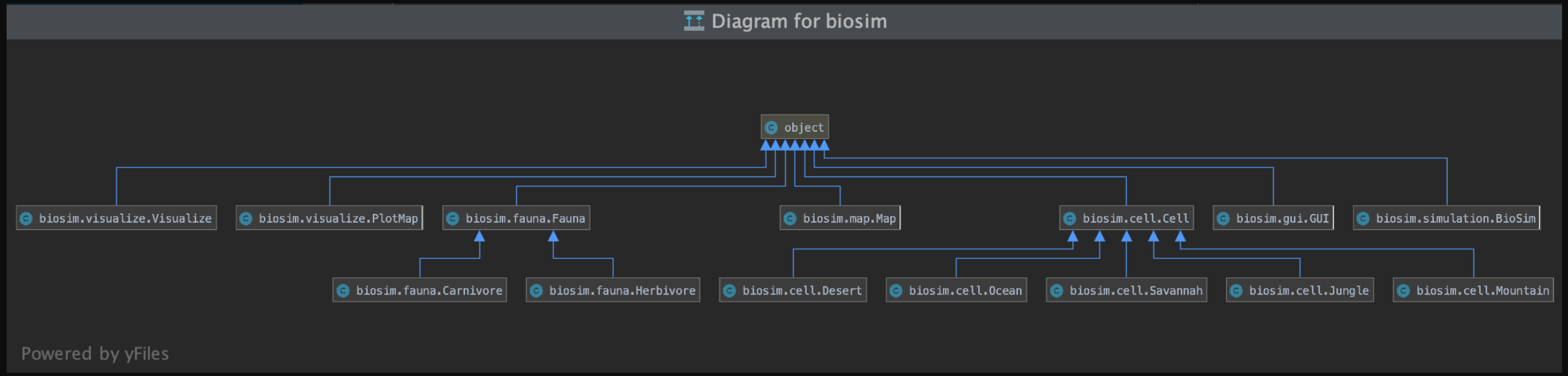
Gruppe 17

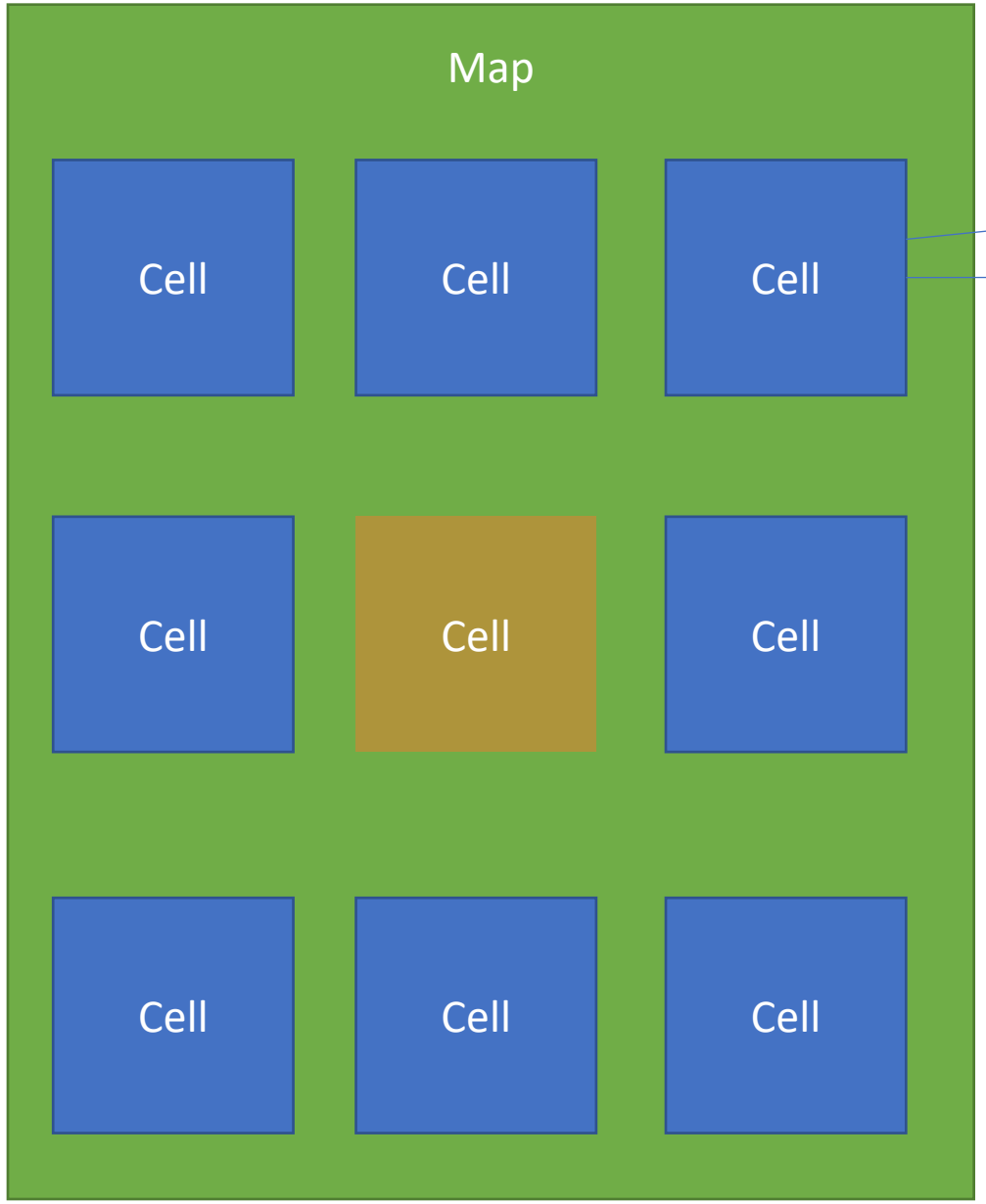
INF200

Planlegging og struktur

- Planlegging
- Design av tester
- Testbasert programmering
- Utforsking av egne ideer
- Implementere flere tester
- Utarbeide dokumentasjon

Architecture

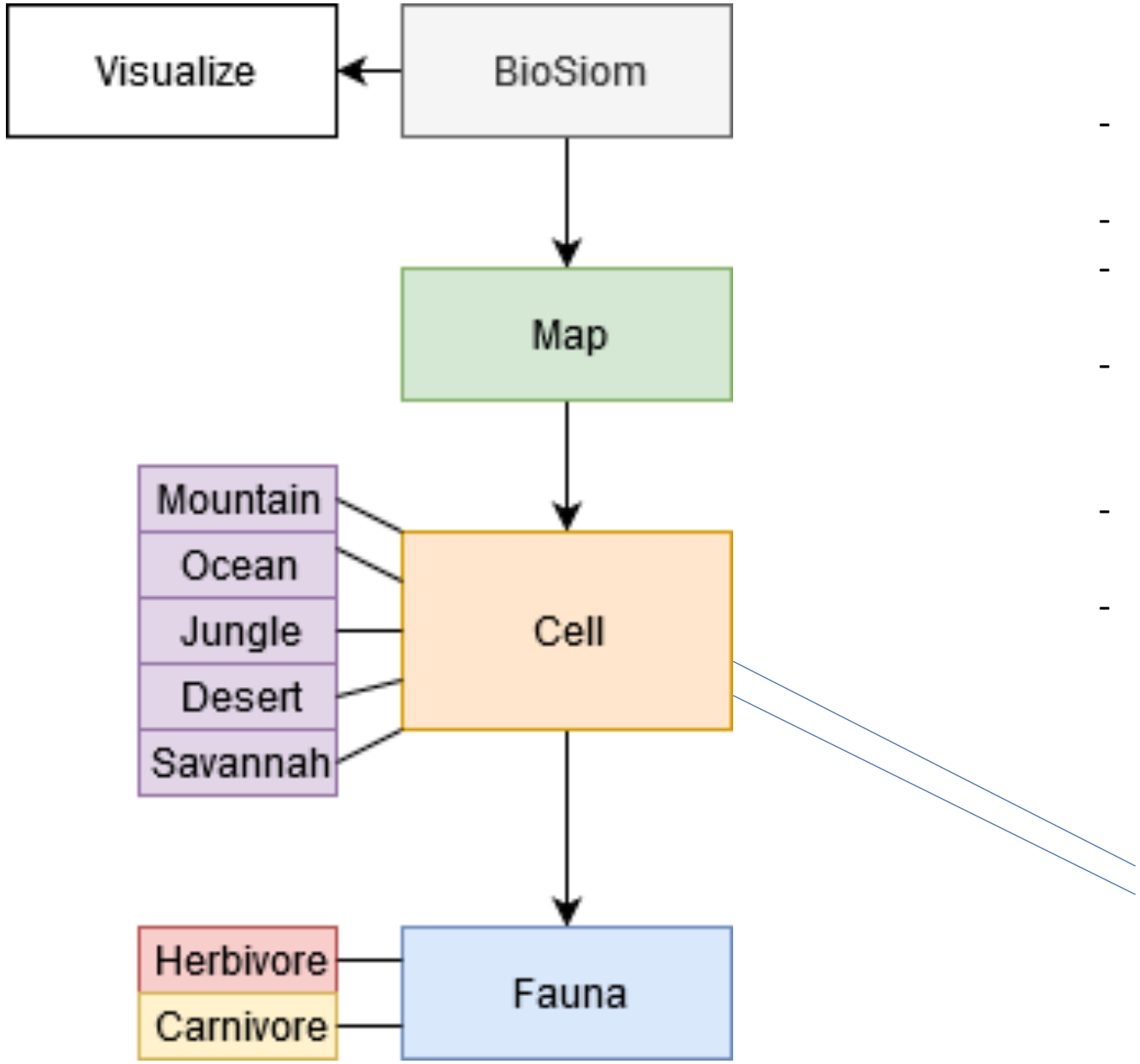




- The map is an object containing cell_map.
- Cell_map is a matrix containing cell-objects.
- Each cell-object has an attribute called population_herbivores and population_carnivores.
- In these attributes we can add creatures.

- Visualization is a separate object, which takes information from the map-class to create a visual understanding of what's going on on the Island.

- BioSim class contains necessary functions and attributes to run the project.



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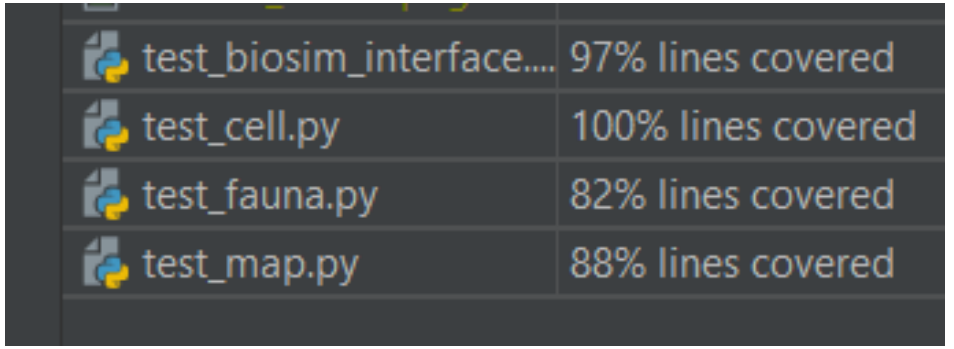
List of herbivore objects
List of carnivore objects

Troverdighet

- Enhetstester
  - Forskjellige lister
  - Parameterisering
  - Implementering
  - If/else

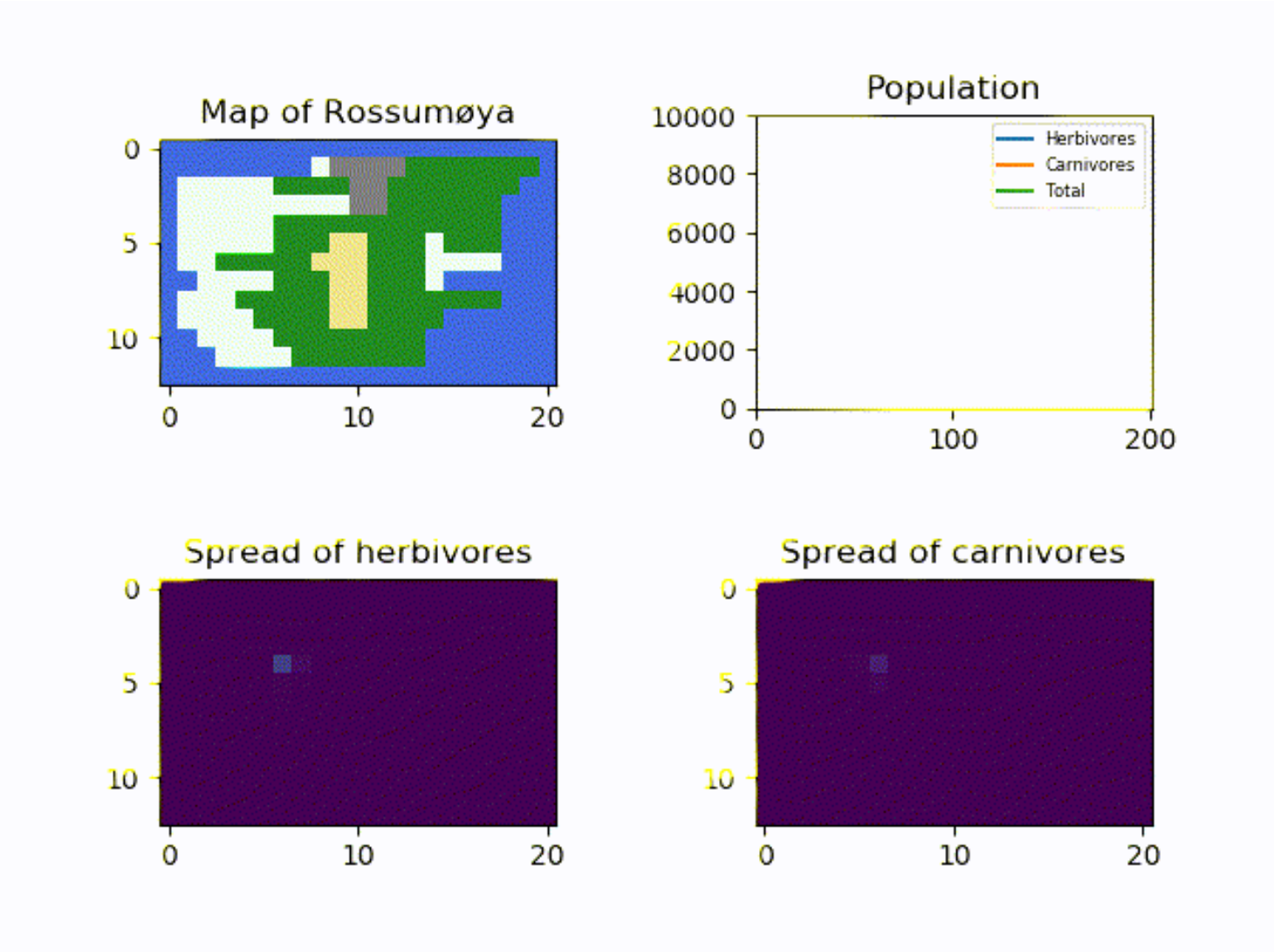


Noen kodesnutter som vi ønsker å vise frem:

- Lagre til csv hvert år:

```
def save_mid_simulation_result(self, herbivores, carnivores, total):
    """ Saves the mid simulation results to a CSV-file each year. """
    with open('save mid simulation result', 'a', newline='') as file:
        writer = csv.writer(file)
        writer.writerow([self._year, herbivores, carnivores, total])
```

Simulering


Map of Rossumøya
0
5
10
0
10
20
Population
10000
8000
6000
4000
2000
0
0
100
200
Herbivores
Carnivores
Total
Spread of herbivores
0
5
10
0
10
20
Spread of carnivores
0
5
10
0
10
20