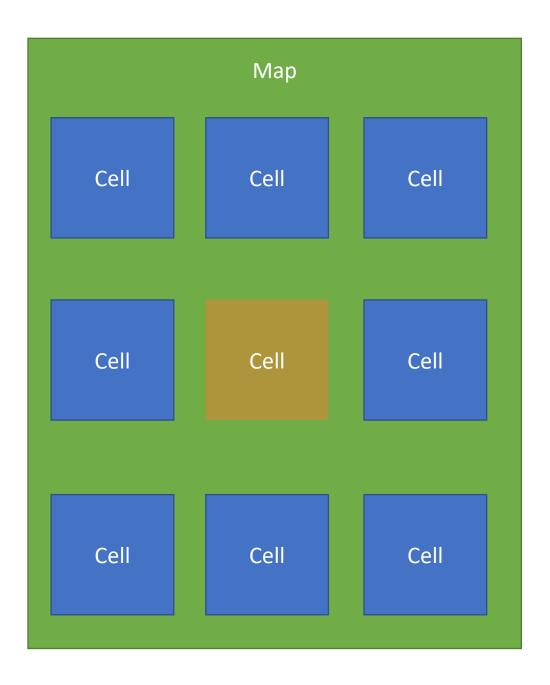


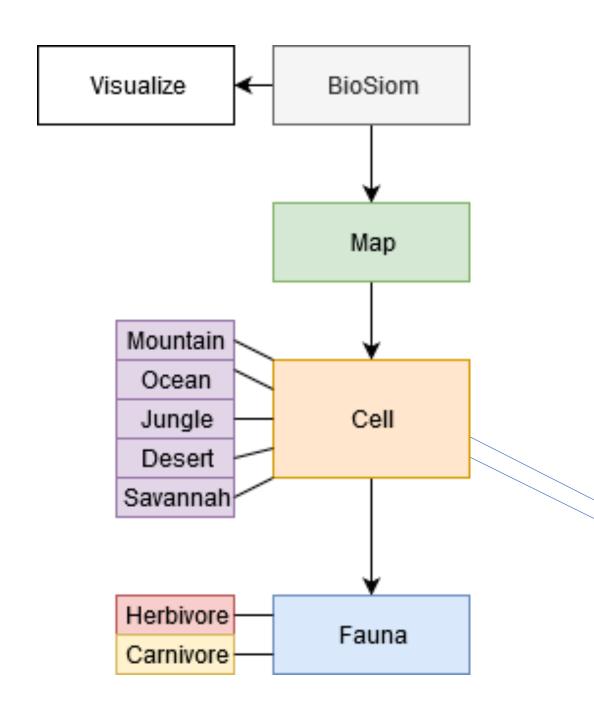
Gruppe 17

INF200

# Planlegging og struktur

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



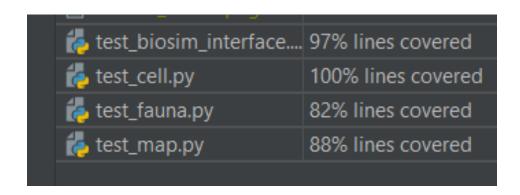


- BioSim class contains necessary functions and attributes to run the project.
- The map is an object containing cell\_map.
- Cell\_map is a matrix containing cellobjects.
- Each cell-object has an attribute called population\_herbivores and population\_carnivores.
- In these attributes we can add creatures.
- 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.

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])
```

```
#mock.patch("biosim.map.choice", return_value=1, autospec=True)

#mock.patch("biosim.map.choice", return_value=1, autospec=True)

def test_select_index_to_move(self, mock_choice, map=map):

probabilities_index_test = [0, 0.25, 0.75, 0.25]

index = map.select_index_to_move(probabilities_index_test)

assert index == 1

mock_choice.assert_called_once_with(1)
```

## Problem med å visualisere med andre frekvenser enn en, her var en liten hotfix.

```
# Converts nan values
added_herbivores = 0
added_carnivores = 0
for i in range(current_year):
    if math.isnan(herbivore_data[i]):
    # if herbivore_data[i] is NaN:
        if added_herbivores == 0:
            herbivore_step = added_herbivores / self.frequency
            carnivore_step = added_carnivores / self.frequency
        if i != 0:
            herbivore_data[i] = herbivore_data[i-1] + herbivore_step
            carnivore_data[i] = carnivore_data[i - 1] + carnivore_step
            total_data[i] = herbivore_data[i] + carnivore_data[i]
```

### Kunne ha forenklet med comprehensions.

```
def add_age(self):

Increases the age for all the creatures in the population list.

ireturn:

for creature in self.population_herbivores:

creature.age += 1

for creature in self.population_carnivores:

creature.age += 1

creature.age += 1
```

```
def add_age(self):

| Increases the age for all the creatures in the population list.
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### Simulering

