UML Diagram based on 'Agents!' teaching notes (Nastazja Laskowski)

Model

+ drunks: Drunk

+ town: list

+ densitymap: list

+ startx: int + starty: int

+ home_num: int



Drunk

#x: int = startx
#y: int = starty

+ densitymap: list

+ drunks: list

+ home_num: int

+ __init__(densitymap:list, drunks:list, home_num:int, startx:int, starty:int): Drunk

+ move()

+ density()