|  |
| --- |
| **Model** |
| + drunks: Drunk  + town: list  + densitymap: list  + startx: int  + starty: int  + home\_num: int |

**UML Diagram based on ‘Agents!’ teaching notes (Nastazja Laskowski)**

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| --- |
| **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() |

