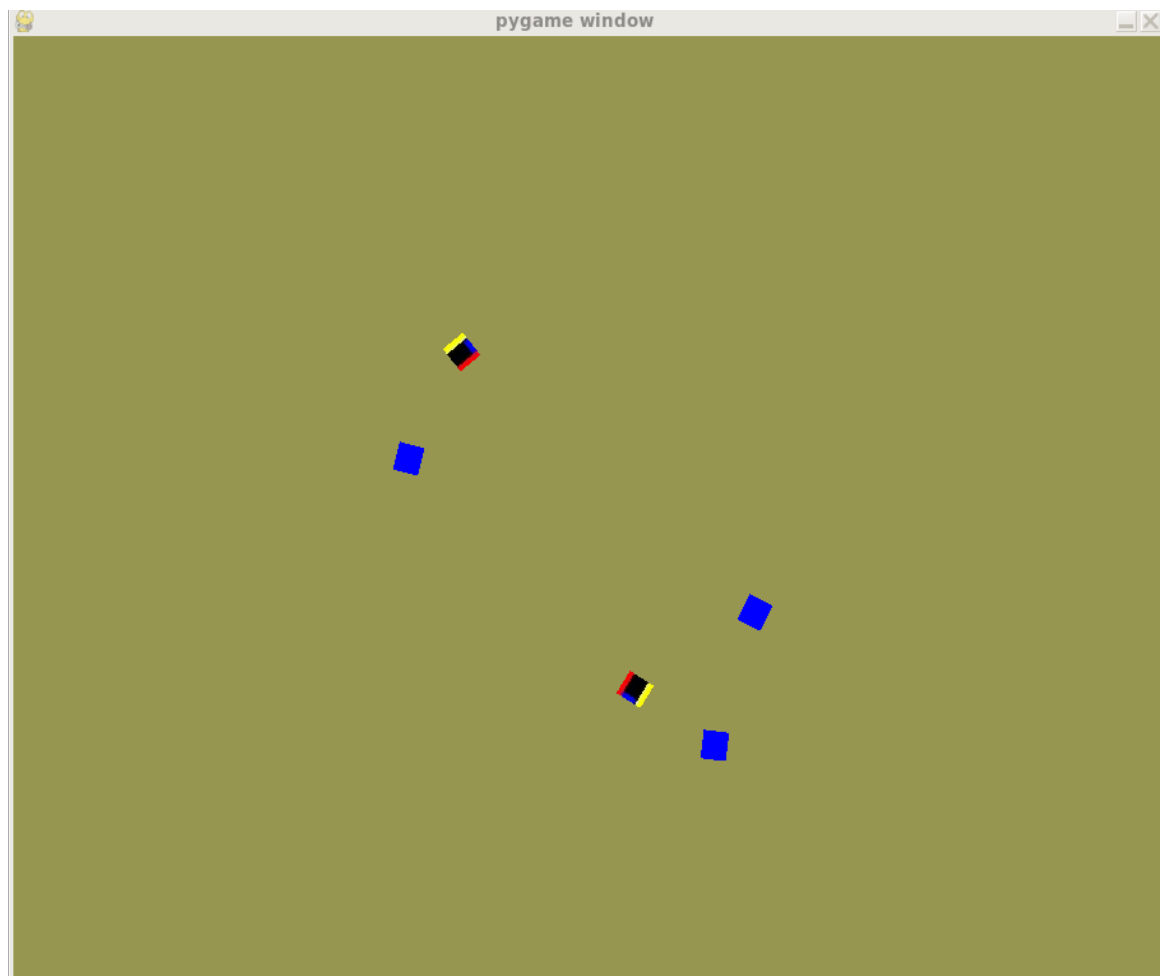


Flocking simulation:

Introduction:

A simulation of flocking, using a algorithm of $O(n^2)$.

Run Example:



Details of figure:



1. state : Wandering/ Leader
Positive direction: Blue point



2. State: flocking
detail: constant velocity magnitude , 10 (pixes/loop)



3. State: catching up
detail: speeding up velocity , 16 (pixes/loop)



4. State: avoiding
detail: try to avoid crash into each other when too near