**Hawks and Doves Simulation:** In this project, I simulated a small ecosystem. In this ecosystem birds of various species look for food. Sometimes they find it and eat it. Other times they find it, but so does another bird. The birds then have the choice to fight for the food or to be passive. Depending on their decisions, they could get the food or not, but they could also be injured in the fight. I created different species of birds with varying behaviors and see how those species thrive (or not) in certain situations. The Hawks and Doves class is later uncommented and replaced with an Evolving class that represents birds of various kinds.