

Ant	Colony
boolean carrying ^{has food} type Colour	Type Colour
Ant Hill : anthill direction	
String id , int state; resting	Other Colour()
mark()	sense()
move()	has food()
turn()	direction()
drop()	pickup()
flip()	set/clear/check/check any marker

Grid/Cell	Game
<u>Grid Cell</u>	int x
type	int y
has food	
has ant	
ant	Ant Brain
path (cell pos)	
anthill at()	
<u>Ant - Brain</u>	
state	