Acoplamento por
chamada de rotinas

Person

+ position: float [2]

+ state: State

+ __init__(float [2], State): void

+ update(float): void

+ move(float [2]): void

State <Enum>

+ HEALTHY: 0

+ INFECTED: 1

+ RECOVERED: 2

+ DEAD: 3

1

Use

n

Application

+ area: Area

+ __init__(): void

+ run(): void

1

Area

+ persons: Person []

+ update_interval: int

+ infection_radius: int

+ max_stex: float

+ size: int

+ legend_elements: Line2D []

+ __init__(int, int, float, int, int, int): void

+ update(): void

+ color(State): string

+ plot(): void

+ animet(int, Area, Axes, PathCollection): void