Species - name : char - steps : vector cint> Species () Species (char) operator = (Species) operator == (Species) addstep (string) getstep (int) getrame () getprogsize()

Creature -Sp: Species -direc: int -pc: int finish: bool Creature (int, Species) Creature (Creature) operator = (Creature) turn-left() turn_right() infect (Creature) getspeciel) is enemy (Creature*, bool) isempty (Creature *, bool) my-turn (bool*, Creature*) go (int)

World

T: int

c: int

darwin: Creature**

World(int, int)

~World()

give_turn(int, int)

addCreature(Creature,
int, int)

run(int, ostream)

print_grid(int, ostream)