Marine Biology Simulation Case Study
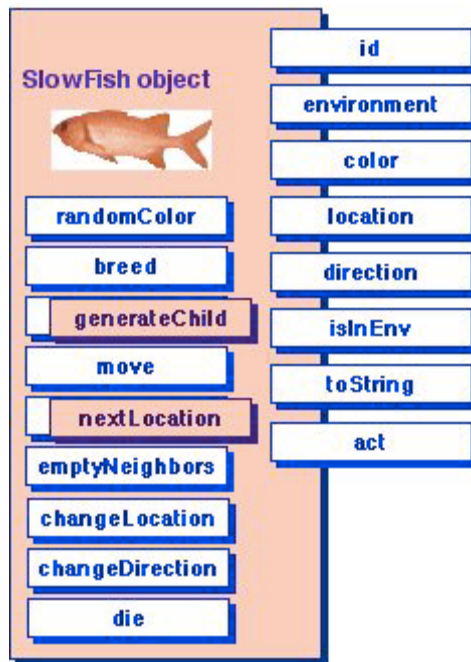

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Go to diagrams for:
Overview: Cast of Characters | The Driver
Initial Program: Simulation: step | Fish: act and move | nextLocation | emptyNeighbors
Breeding and Dying: Fish: modified act method | move | breed | die
Specialized Fish: Fish_class_hierarchy | DarterFish | DarterFish: move | SlowFish | SlowFish: nextLocation
Environment Implementations: Environment_class_hierarchy | with inherited methods