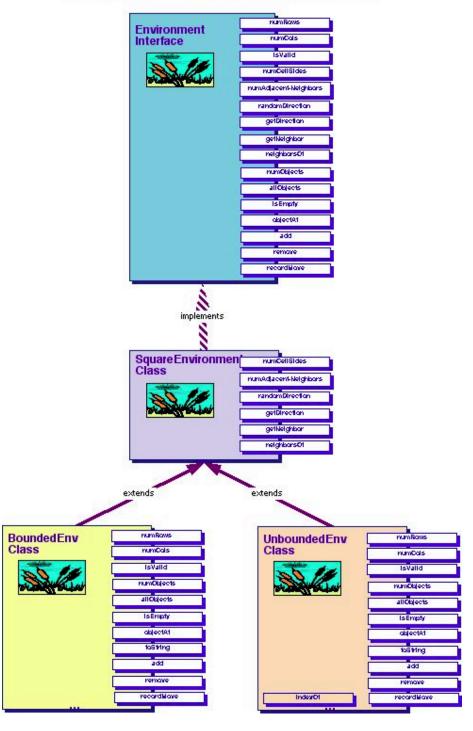
Marine Biology Simulation Case Study

Environment Class Hierarchy



This diagram created using Inspiration® by Inspiration Software, Inc.

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: DarterFish | DarterFish: move | SlowFish: nextLocation

Environment Implementations: Environment Class Hierarchy