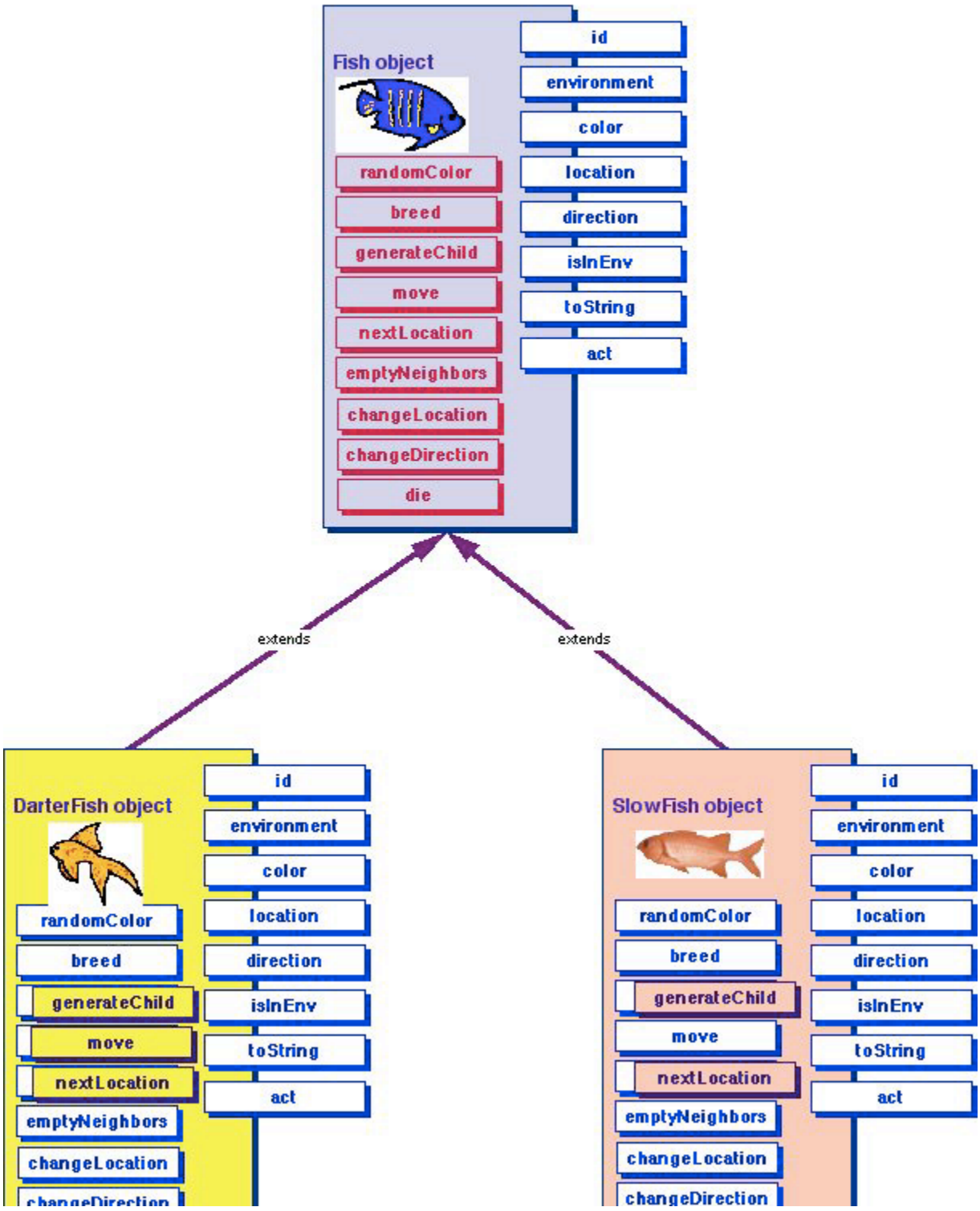
Marine Biology Simulation Case Study

Fish 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: Fish class hierarchy | DarterFish | DarterFish: move | SlowFish | SlowFish: nextLocation
Environment Implementations: Environment class hierarchy | with inherited methods