Inheritance

**Patient**
- something an Agent can act on

**Agent Map**
- the display of the world (the map responds to an agent acting on it by drawing the agent)

**Agent**
- an Agent in the simulation

**AbstractAgent**
- provides location and default implementation of Agent methods

**MovingAgent**
- overrides update to implement moving to goal behavior

**Edible**
- overrides isAlive to check eaten flag

**Predator**

**Scant**

**Prey**

**Food**

only pure virtual methods (like Java interfaces)

multiple inheritance