

SimAmph: UML Diagrams

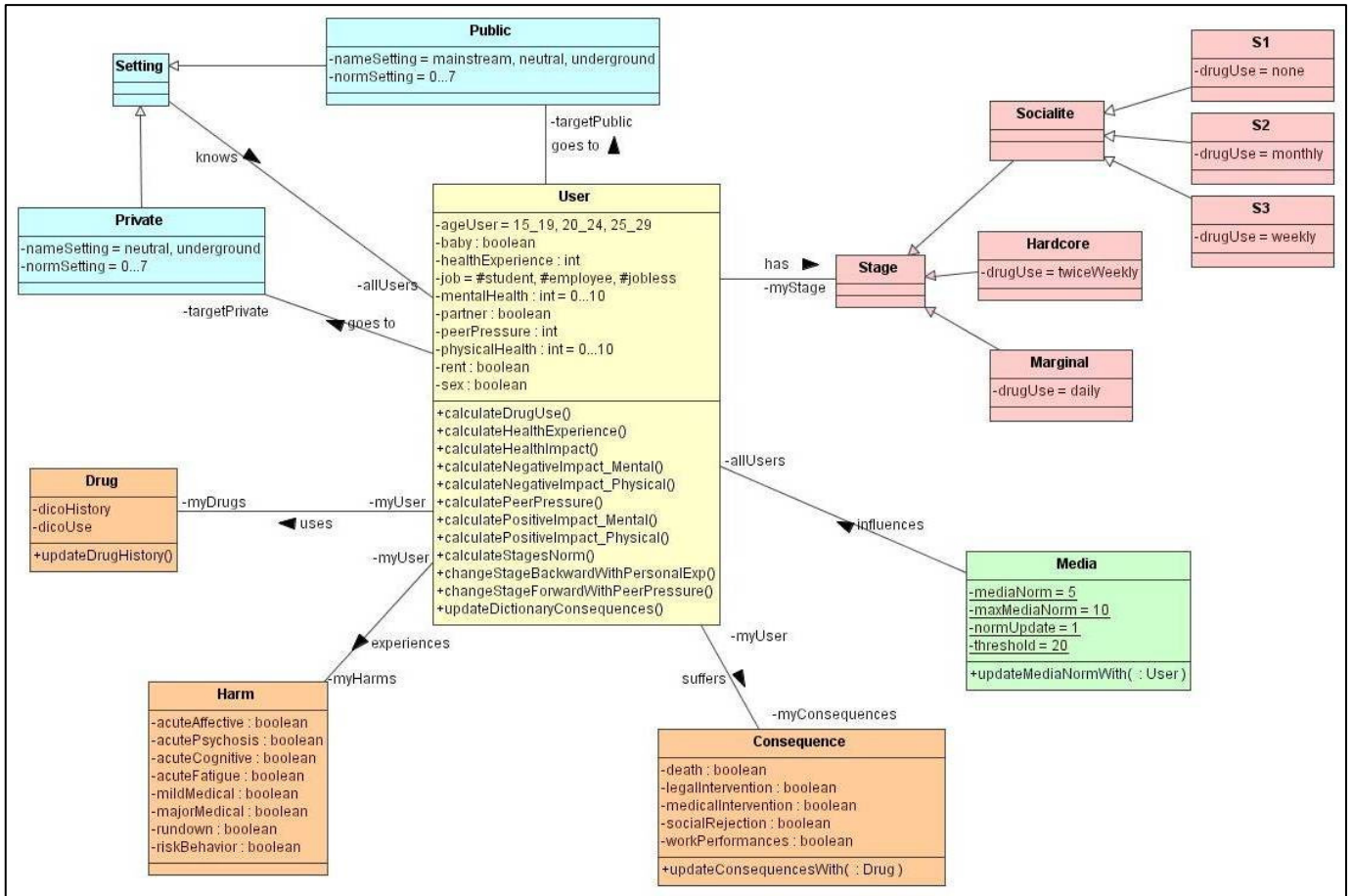


Figure 1: UML class diagram of SimAmph

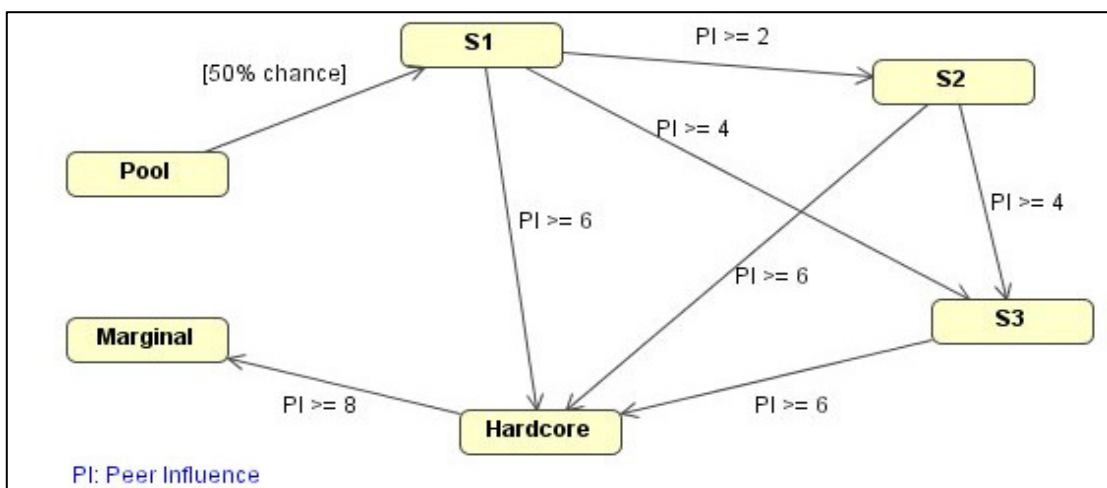


Figure 2: state diagram for peer influence on stages transitions

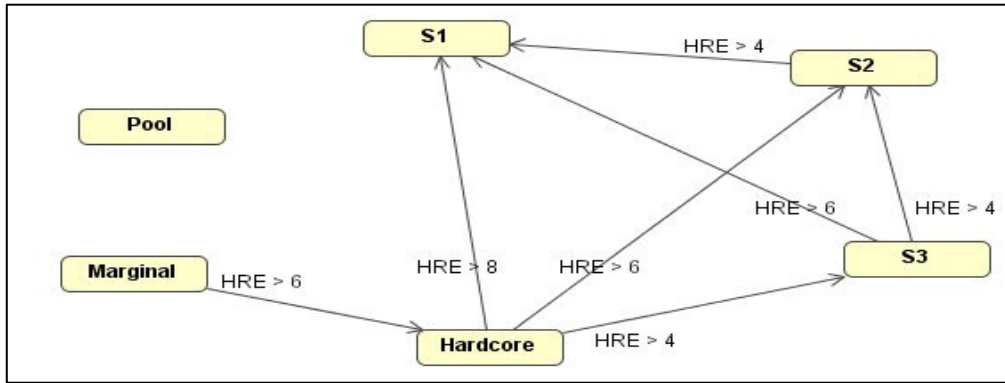


Figure 3: state diagram for health-related experience influence on stages transitions

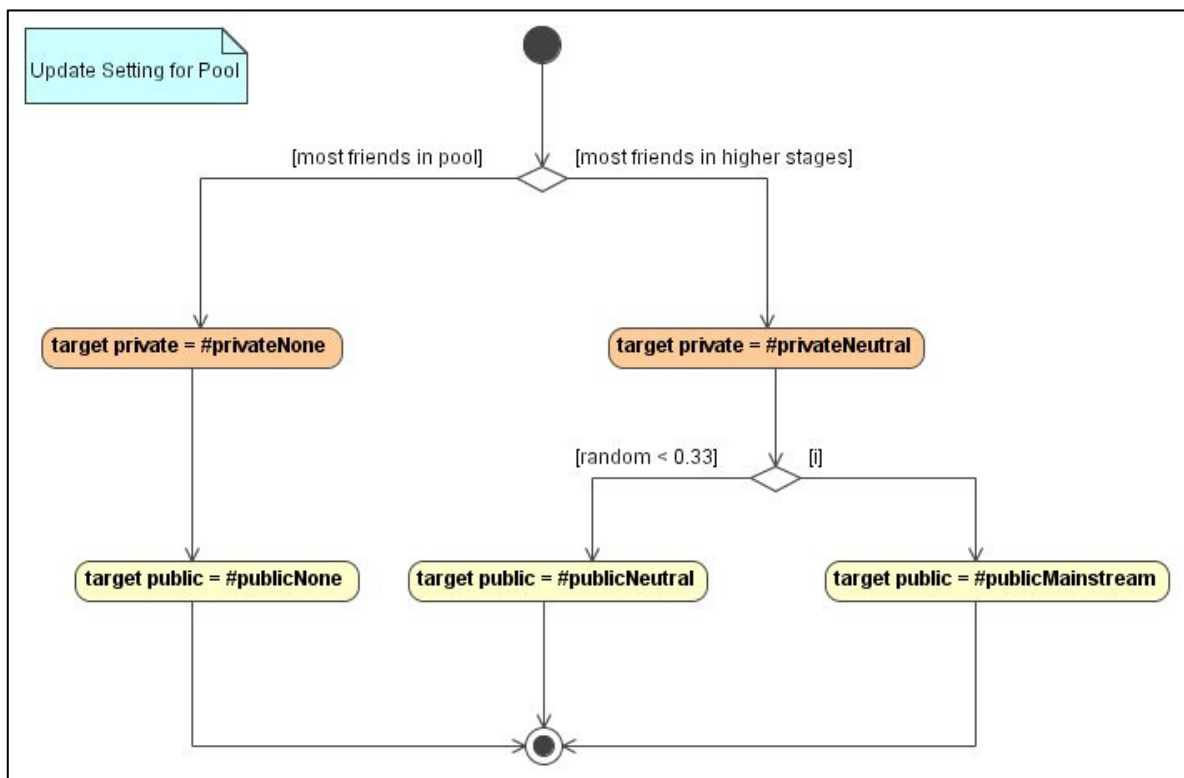


Figure 4: activity diagram for venues selection for Pool agents

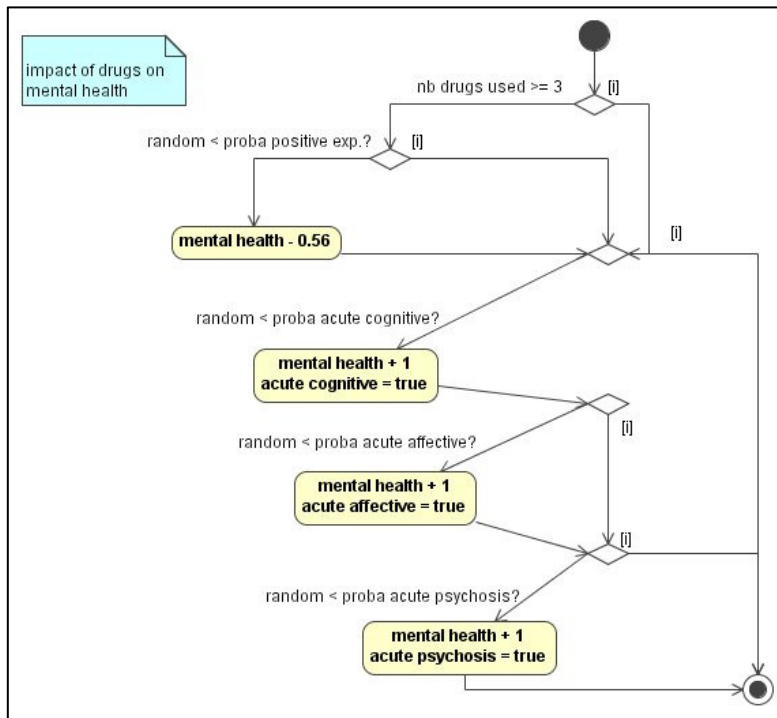


Figure 5: impact of drug use on mental health

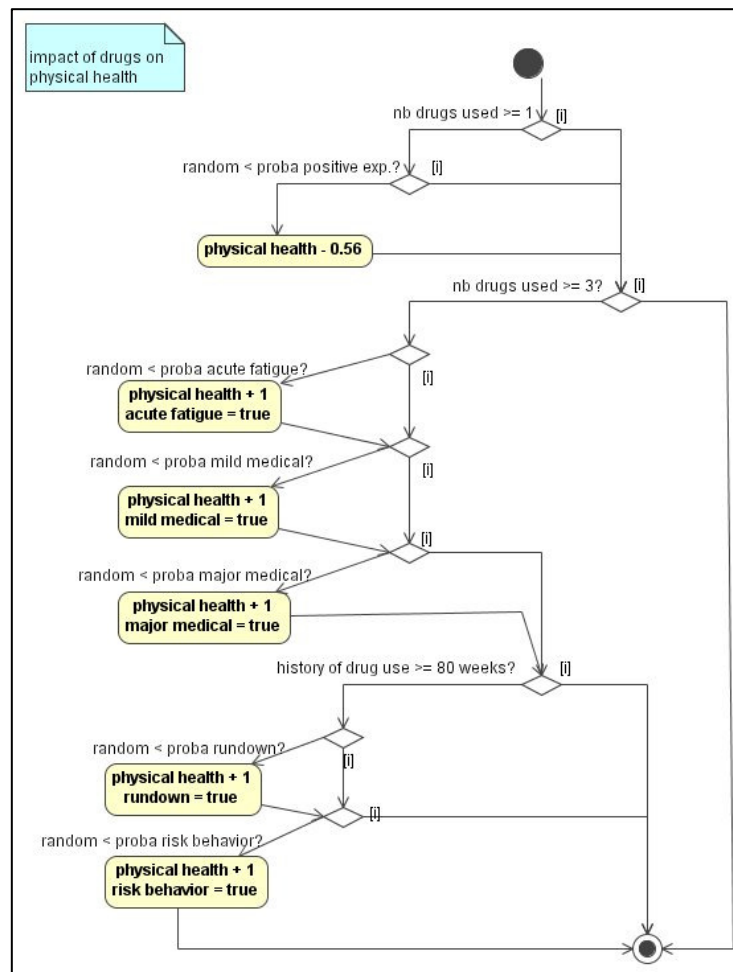


Figure 6: impact of drug use on physical health

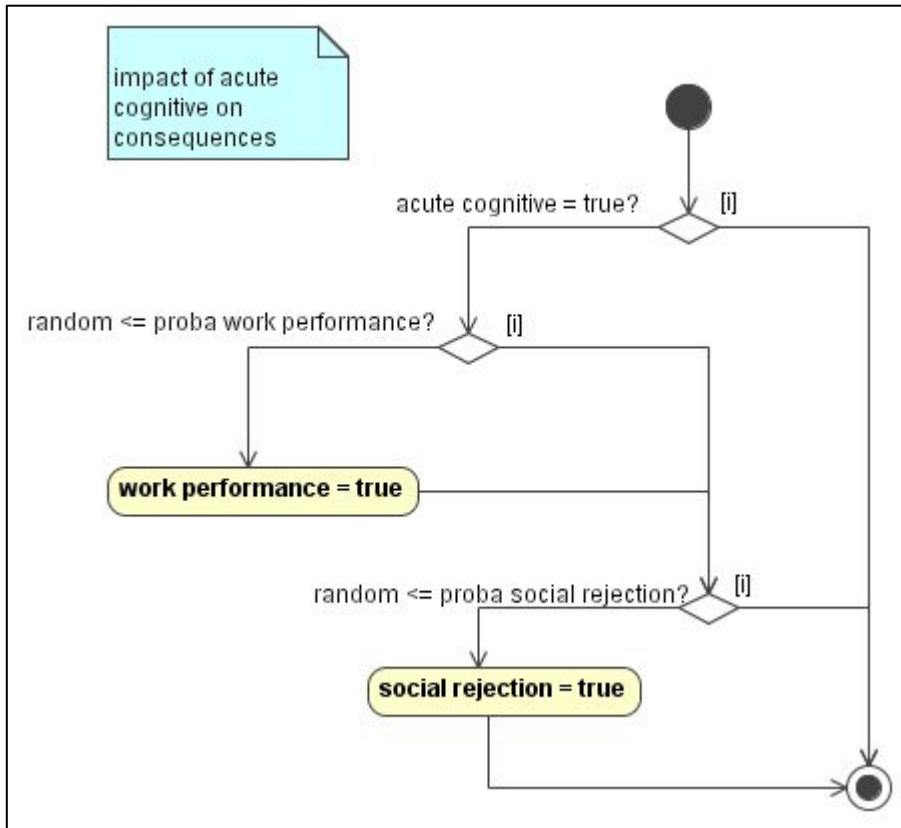


Figure 7: influence of acute cognitive on social consequences

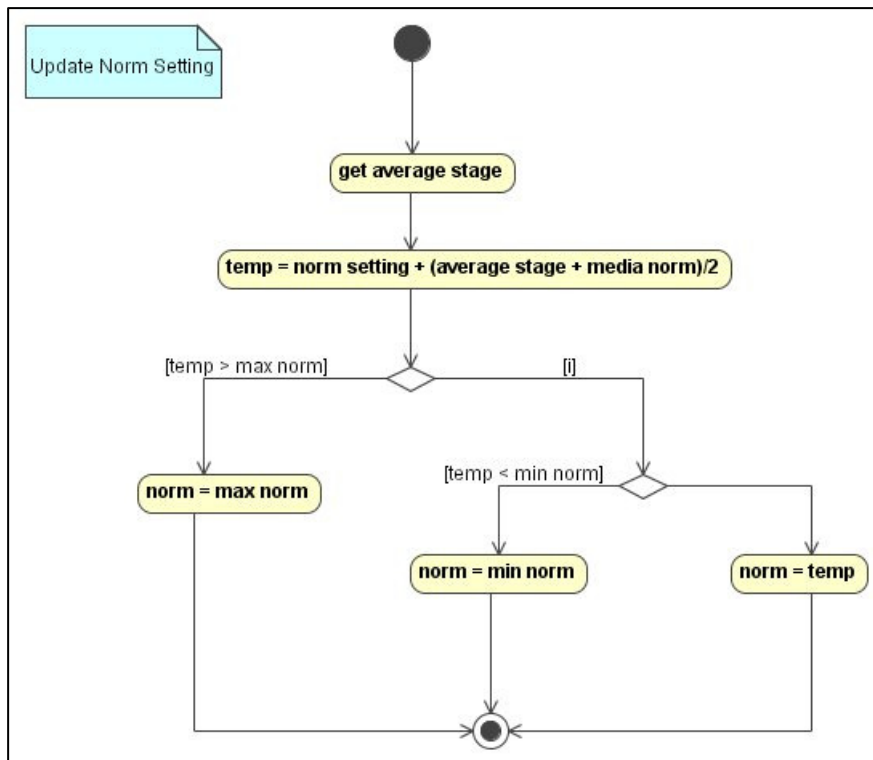


Figure 8: update norm of private and public settings

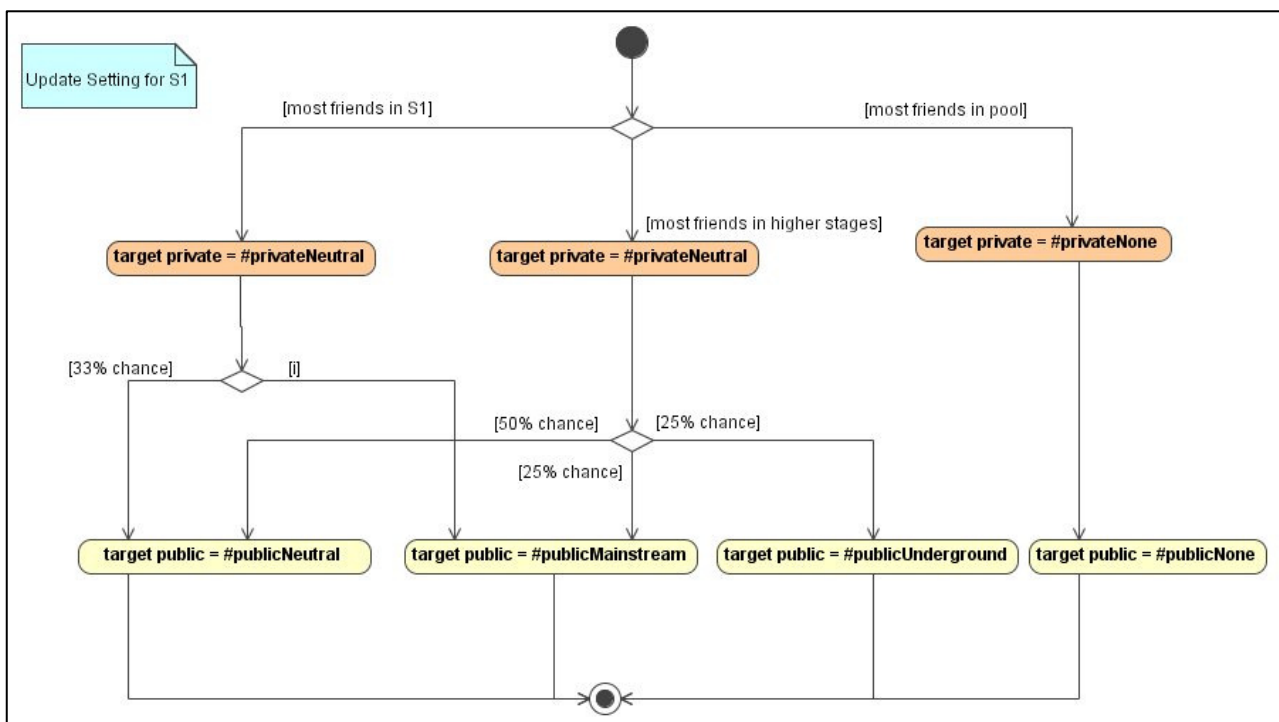


Figure 9: update settings for Socialite 1 (i.e. Novice Users)

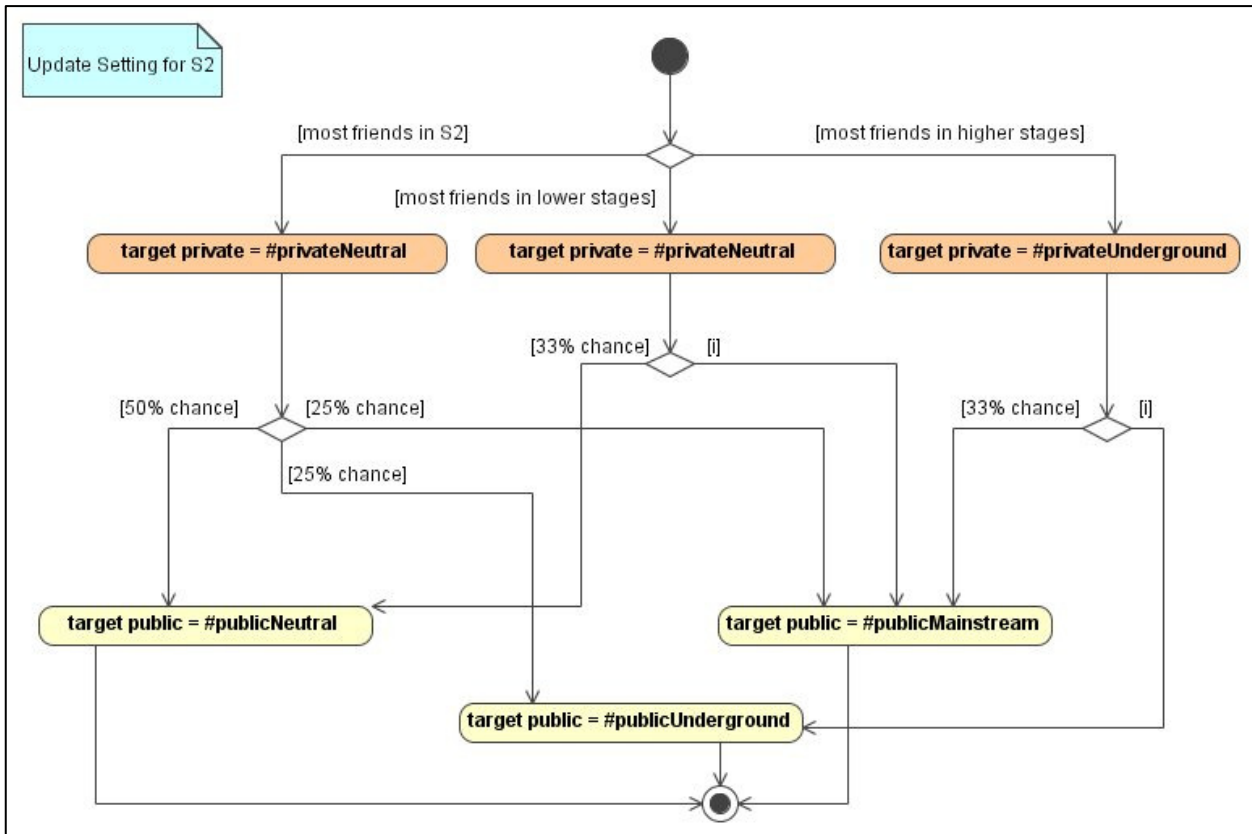


Figure 10: update settings for Socialite 2 (i.e. Occasional Users)

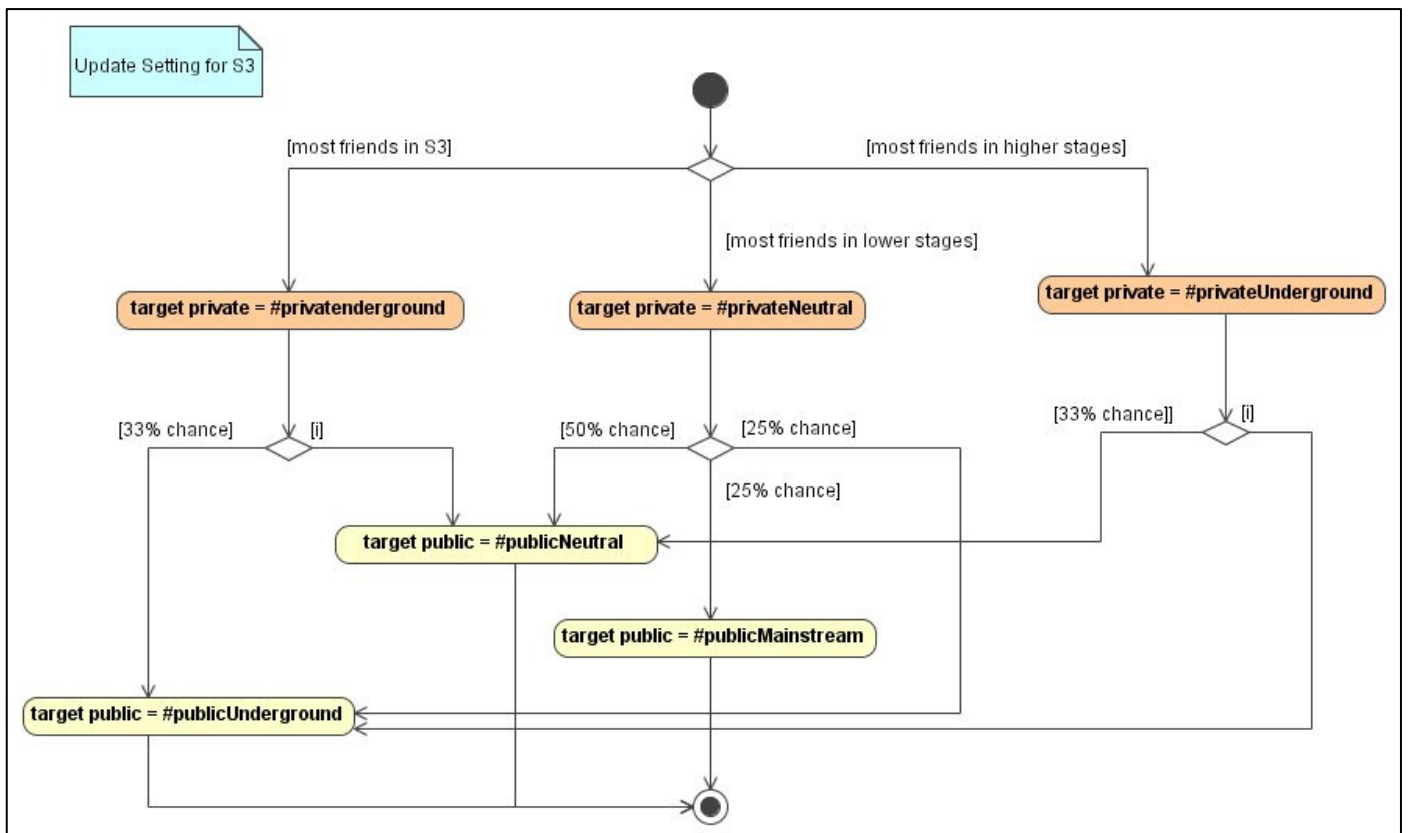


Figure 11: update settings for Socialite 3 (i.e. Regular Users)

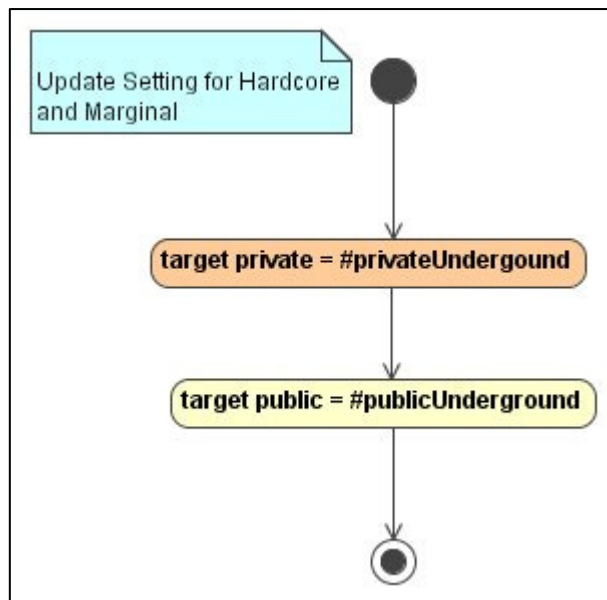


Figure 12: update settings for Hardcore and Marginal users

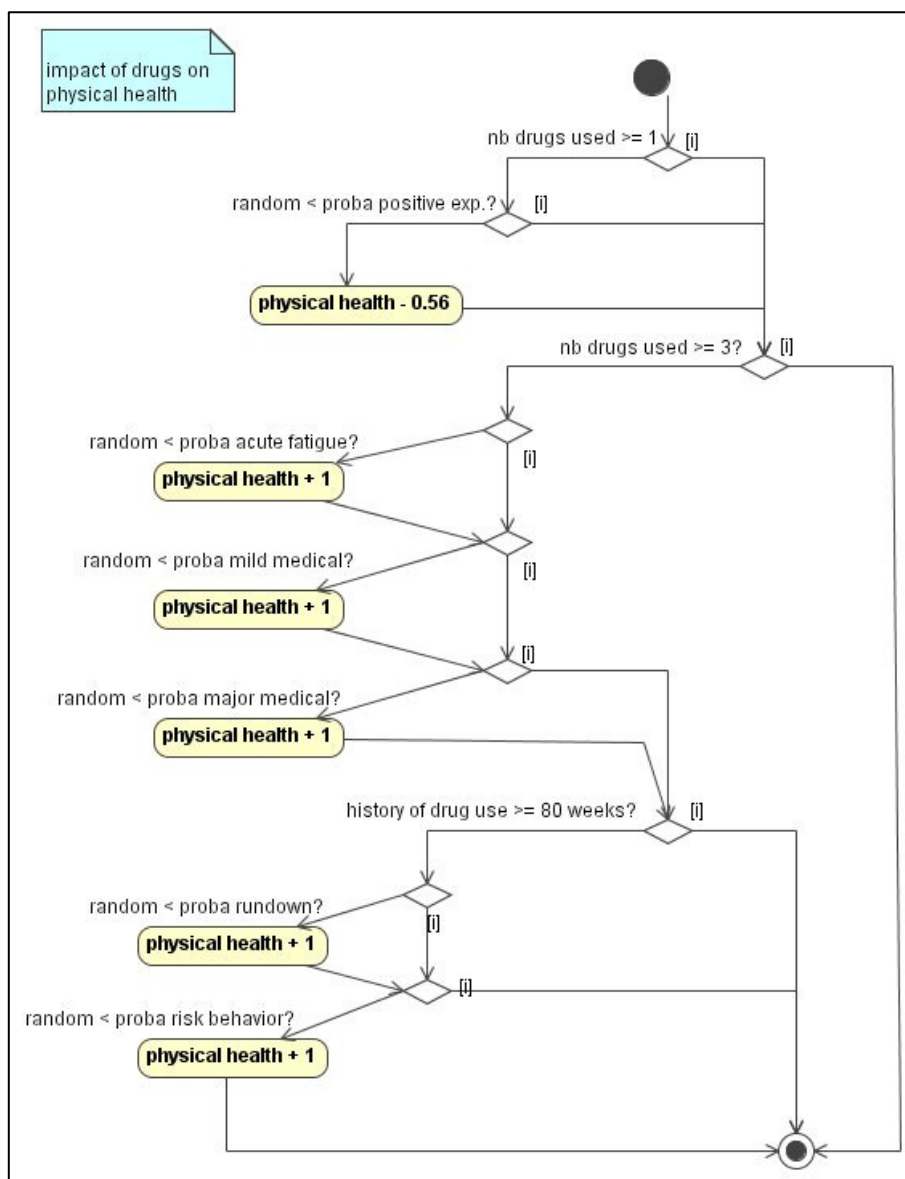


Figure 13: impact of drugs on physical health