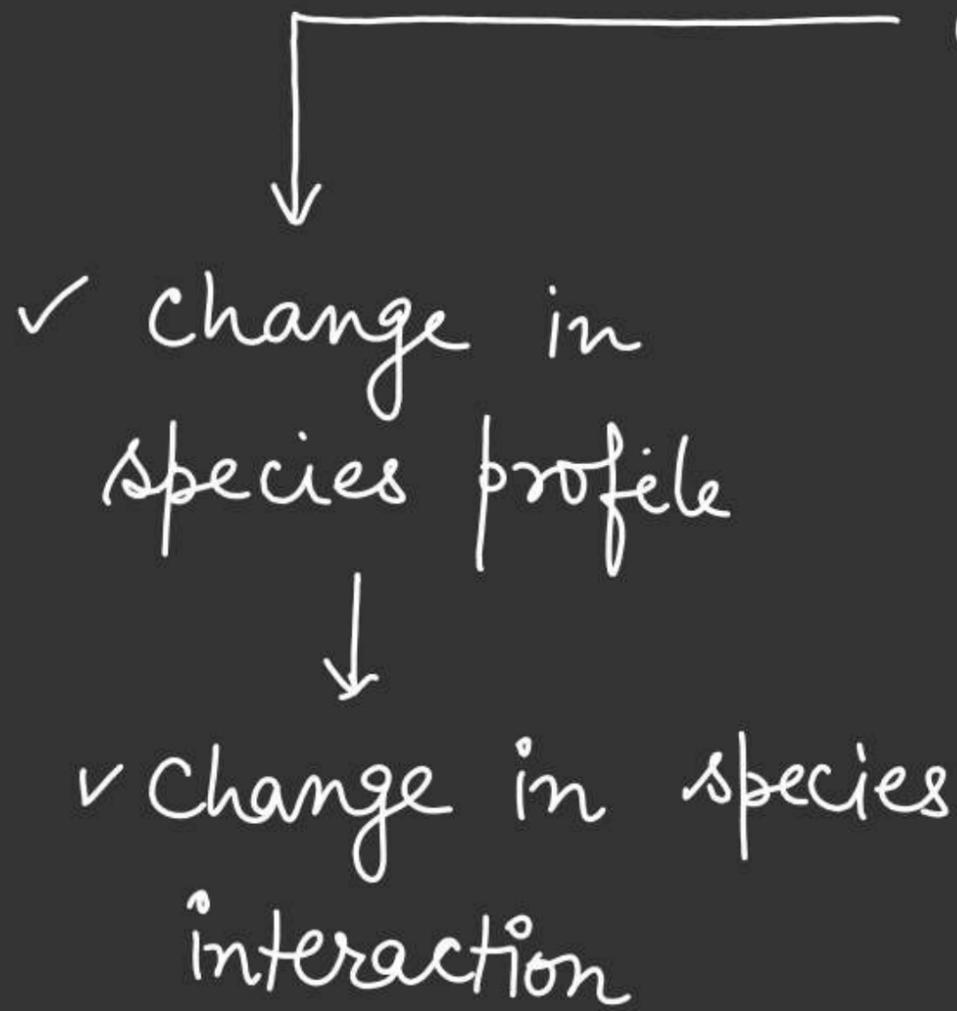
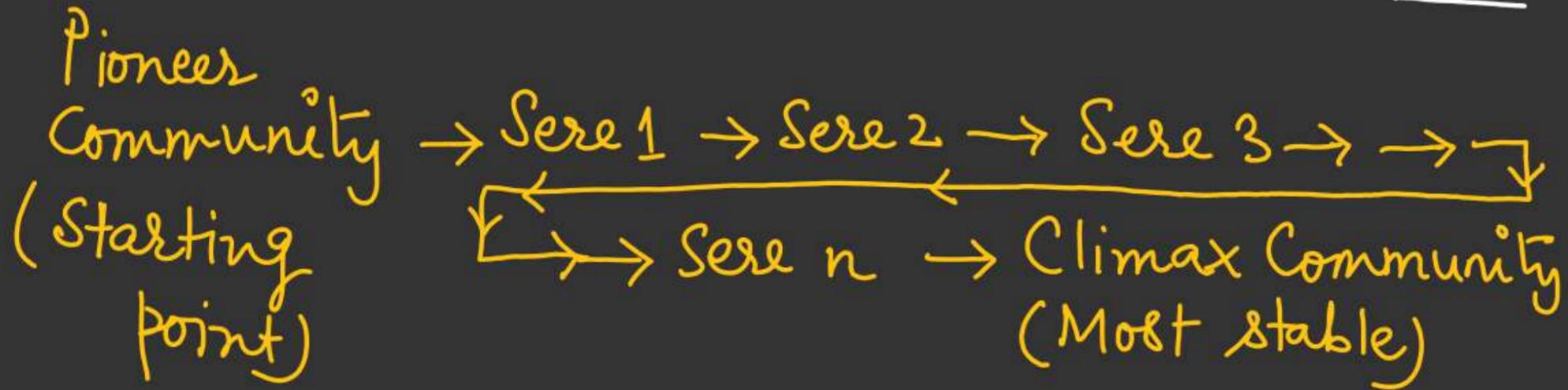


Succession

Changes in Community over a period of time in a step-wise manner.



Each step is called a Sere



2 types

Primary
Succession

Succession at
a place with
no vegetation
history

Secondary
Succession

↳ at place where
previous vegetation
has been destroyed

3 types

- Hydrosere / Hydrarch → At an aquatic location
- Lithosere / Litharch → At a rocky surface
- Xerosere / Xerarch → At a desert