Gridworld Reference

World

`public World()`	Constructs a World.
`public void show()`	Makes the world screen appear.
`public void add(Location loc, Actor occupant)`	Adds an occupant (Bug or Flower) at a given location.

Bug

`public Bug()`	Constructs a red Bug.
`public Bug(Color bugColor)`	Constructs a bug of a given color.
`public void turn()`	Turns the bug 45 degrees to the right without changing its location.
`public void setColor(Color newColor)`	Sets the color of this Bug.

Flower

`public Flower()`	Constructs a pink flower.
`public Flower(Color initialColor)`	Constructs a flower of a given color.
`public void setColor(Color newColor)`	Sets the color of this Flower.

Location

`public Location(int row, int column)`	Constructs a location with given row and column coordinates.