The A1 code simulates a digital ecosystem made up of three elements: grass, rabbit, and fox. These elements are implemented as objects that are displayed and animated using the processing draw method. The simulation starts by randomly placing 50 pieces of grass, 20 rabbits, and 5 foxes on the screen. The draw function is in charge of showing each element and changing their locations, as well as simulating their interactions. For example, rabbits eat grass, and foxes eat rabbits if they come into touch. The idea of this output came from the game [agar.io](http://agar.io/) shown as an example in our lecture. Overall, the simulation's output was a rewarding and hard experience. The most difficult aspect was recreating the interactions between the elements, but it was also the most enjoyable.