DO YOU KNOW?

SET 1

1. Yes the bug always moves. The bug travels in a straight path until it hits a barrier. However, it can move back to a location it had previously traveled.

2. The bug always starts north. When it hits a wall, it changes directions 90 degrees. However, when it hits a rock, it moves diagonally.

3. If it does not move, the bug does nothing.

4. It leaves behind flowers.

5. The bug changes directions at a 90 degree angle.

6. The bug changes directions and proceeds to move diagonally/

7. No, a flower doesn’t move.

8. The flowers do not move but leaves a trail where the bug has traveled.

9. No the rock does not move. It obstructs the bug’s path.

10. No only one actor can be in the same location at one time.

Exercises part 1

1.

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| Degrees | Compass Direction |
| 0 | North |
| 45 | North of West |
| 90 | West |
| 135 | South of West |
| 180 | South |
| 225 | South of East |
| 270 | East |
| 315 | North of East |
| 360 | North |

2. You can move it any direction using coordinate systems on the grid. You can move it to any location on the coordinate grid. However, if you move the bug outside the grid, a location is not valid error appears.

3. Yes you can change the colors. I used the void setColor() method.

4. The bug disappeared.