DID YOU KNOW QUESTIONS PART 8

1. Why does act cause a ChameleonCritter to act differently from a Critter even though ChameleonCritter does not override act?

Because the ChameleonCritter changes the processActors and makeMove methods, the act method is changed because the act method references this.

1. Why does the makeMove method of ChameleonCritter call super.makeMove?

It first changes direction and then calls upon super.makeMove to actually move to the new place.

1. How would you make the ChameleonCritter drop flowers in its old location when it moves?

This would occur in the makeMove method by dropping flowers in the old locations when the critter has moved to a new location.

1. Why doesn’t ChameleonCritter override the getActors method?

The getActors method does the same as the class Critter so there is no need to override it.

1. Which class contains the getLocation method?

Actor class

1. How can a Critter access its own grid?

By calling the getGrid method.