SET 7 QUESTIONS

1. What methods are implemented in Critter?

act, getActors, getMoveLocations, makeMove, selectMoveLocations, and processActors

1. What are the five basic actions common to all critters when they act/

Everything above except act.

1. Should subclasses of Critter override the getActors method? Explain

If the subclass is choosing actors from a different place than the original critter class, then yes, it should override it.

1. Describe three ways that a critter could process actors.

If can change the colors

It can make them move

It can make them turn directions.

1. What three methods must be invoked to make a critter move? Explain each of these methods
2. getMoveLocation – gets a list of all possible locations that have nothing in them
3. selectMoveLocation – chooses a location
4. makeMove – critter moves
5. Why is there no Critter constructor?

Because critter extends Actor and so the constructor calls on the Actor constructor with super()