Did you know?

1. What is the role of the instance variable sideLength?

The variable determines how many steps a BoxBug can move.

1. What is the role of the instance variable steps?

Steps track the number of steps that the BoxBug has moved.

1. Why is the turn method called twice when steps becomes equal to sideLength?

The turn method has to be called twice because the bug has to change directions at least 90 degrees. The turn method only turns 45 degrees.

1. Why can the move method be called in the BoxBug class when there is no move method in the BoxBug code?

The bugs class has the move method and BoxBug method extends the Bugs class/

1. After a BoxBug is constructed, will the size of its square pattern always be the same? Why or Why not?

Yes because the side length can’t be changed by used inpt.

1. Can a path a BoxBug travels ever change? Why or why not?

Yes the path can change if the bug reaches another object such as a rock

1. Will the value of steps be zero?

Step values are zero when the BoxBug has just been constructed or when the BoxBug is turning to change paths

PART 2 EXCERSIZES

1. The CircleBug travels in a octagonal path rather than a rectangular.
2. The SpiralBug travels in a spiral path rather than a rectangular.

5. Study the code for the BoxBugRunner class. Summarize the steps you would use to add another BoxBug actor to the grid.

You will need to create another object and add a location to it.