import info.gridworld.actor.Actor;

import info.gridworld.actor.Rock;

import info.gridworld.actor.ActorWorld;

import info.gridworld.grid.Location;

import java.awt.Color;

/\*\*

\* This class runs a world that contains FlowerBugs.

\*/

public class FlowerBugRunner

{

public static void main()

{

ActorWorld world = new ActorWorld();

FlowerBug f1 = new FlowerBug();

FlowerBug f2 = new FlowerBug();

// Add in the FlowerBugs.

world.add(new Location(7, 8), f1);

world.add(new Location(5, 5), f2);

// Add in some Rocks.

world.add(new Location(1,1), new Rock(Color.RED));

world.add(new Location(2,4), new Rock(Color.GREEN));

world.add(new Location(3,6), new Rock());

world.add(new Location(0,5), new Rock(Color.RED));

world.add(new Location(1,5), new Rock(Color.GREEN));

world.add(new Location(1,7), new Rock());

world.add(new Location(3,4), new Rock(Color.RED));

world.add(new Location(4,4), new Rock(Color.GREEN));

world.add(new Location(5,4), new Rock());

world.add(new Location(5,1), new Rock(Color.RED));

world.add(new Location(6,1), new Rock(Color.GREEN));

world.add(new Location(7,1), new Rock());

world.add(new Location(8,1), new Rock(Color.RED));

world.add(new Location(8,9), new Rock(Color.GREEN));

world.add(new Location(8,8), new Rock());

world.add(new Location(7,6), new Rock(Color.RED));

world.add(new Location(6,6), new Rock(Color.GREEN));

world.show();

}

}