import info.gridworld.actor.ActorWorld;

import info.gridworld.actor.Bug;

import info.gridworld.actor.Rock;

import info.gridworld.actor.Flower;

/\*\*

\* This class runs a world that contains a jumper, a bug, a flower, and a

\* rock added at random locations.

\*/

public class Jumper\_Runner

{

public static void main(String[] args)

{

ActorWorld world = new ActorWorld();

world.add(new Jumper());

world.add(new Rock());

world.add(new Bug());

world.add(new Flower());

world.show();

}

}