// ================== NSEWBugRunner ==================

import java.awt.Color;

import info.gridworld.actor.Actor;

import info.gridworld.grid.UnboundedGrid;

import info.gridworld.actor.ActorWorld;

import info.gridworld.grid.Location;

import info.gridworld.actor.Bug;

import info.gridworld.grid.Location;

import java.util.ArrayList;

public class NSEWBugRunner

{

public static void main()

{

//UnboundedGrid grid = new UnboundedGrid<Actor>();

ActorWorld world = new ActorWorld(); //grid);

NSEWBug b1 = new NSEWBug(Color.RED);

NSEWBug b2 = new NSEWBug(Color.ORANGE);

world.add(new Location(3,5),b1);

world.add(new Location(5,7),b2);

world.show();

}

}