import info.gridworld.actor.Actor;

import info.gridworld.grid.UnboundedGrid;

import info.gridworld.actor.ActorWorld;

import info.gridworld.grid.Location;

public class ZBugRunner

{

public static void main()

{

UnboundedGrid grid = new UnboundedGrid<Actor>();

ActorWorld world = new ActorWorld(grid);

ZBug zb = new ZBug(7);

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

world.show();

}

}