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AP Computer Science B

Mrs. Calinisan

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Do You Know? Set 2

1. It declares the number of steps the BoxBug can move on either side of its box.
2. It records how many steps the BoxBug has moved on either side of its box.
3. Because the turn method creates a 45 degree turn, so two calls are needed to produce 90 degrees.
4. Because BoxBug inherits move from Bug.
5. Yes, because you can’t change the side length once it is constructed.
6. Yes, if something else is in the way of the BoxBug’s path.
7. When the BoxBug is initially constructed, and when it has completed one side of its path or cannot move anymore along its current path.

Part 2 Exercises Commentary

1. The path is now an octagon.
2. See code in zip file.
3. See code in zip file.
4. See code in zip file.
5. I would construct a BoxBug with whatever the wanted side length is (BoxBug anotherOne = new BoxBug(2);), and then add the BoxBug at the desired location on the grid (world.add(AnotherOne);)