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AP Computer Science B

Mrs. Calinisan

April 28, 2014

Do You Know? Set 7

1. getActors, act, processActors, selectMoveLocation, getMoveLocations, makeMove
2. processActors, getMoveLocations, makeMove, selectMoveLocation, getActors
3. Yes. When subclasses of Critter calls actors from a location different than the Critter class, an override is needed.
4. By changing their colors, making them move, or by consuming them.
5. makeMove, getMoveLocations, and selectMoveLocation. The getMoveLocations method is called first. Then, the selectMoveLocation chooses a possible location for the critter to move to. Finally, this location is passed to the makeMove method, and the critter moves there.
6. There is no Critter constructor because Critter is an extension of Actor—Actor has a default constructor of its own, therefore Java does not write a default constructor for Critter, nor do you need to.