UML Lab 6

Thing

Protected int row
Protected int col
Protected int dir
Protected char Lab

Public void RightTurn()
Public void leftTurn()
Public abstract maybeturn()
Public void step()

TypeA

public TypeA:constructor
public void maybeturn()

TypeB

Public TypeB:Constructor
public void Maybeturn()

TypeC

Public TypeC:constructor
Public void Maybeturn()

ThingList

Public ThingList:constructor
Public void addThing (thing)
Public void printAll()
Public void moveAll (Random)
Private Class Node()