**Part2**

**Answer the following questions on Matrix**

Set 2 The source code for the BoxBug class can be found in the boxBug directory.

1.What is the role of the instance variable sideLength?

定义每次转动方向前移动的步数

2.hat is the role of the instance variable steps?

记录转动方向前已经移动的步数，实现移动

3.Why is the turn method called twice when steps becomes equal to sideLength?

当steps变为sidelength时，需要旋转90度，所以turn需要调用两次

1. Why can the move method be called in the BoxBug class when there is no move method in the BoxBug code?

因为BoxBug继承了Bug，所以可以继承Bug中public的Move（）函数

1. After a BoxBug is constructed, will the size of its square pattern always be the same? Why or why not?

是的，以为sideLength大小是固定的。

1. Can the path a BoxBug travels ever change? Why or why not?

会变，当前方有石头或者其他虫子是会改变路径

When will the value of steps be zero?

初始化变量时将step赋值为0；

当step等于sidelength 转动方向之后，将step赋值为0

5. Study the code for the BoxBugRunner class. Summarize the steps you would use to add another BoxBug actor to the grid.

1. 创建BoxBug对象，并添加其 sidelength

BoxBug b = new BoxBug(3);

2. world.add(b);