

Forest Fire FAQ

How do I animate the ForestFire program (to watch it run)?

There are many ways this could be accomplished. Here are some hints for one way, in no particular order:

- As is, the controller class (Fire.java) makes the frame (which contains the panel (the view class, FireView.java) that does the drawing) visible *after* the model has finished solving. This would need to be changed.
- The model class should sleep a small amount each iteration of the `solve` method, when a successful "move" is made. Prior to this, it should also inform the view that it needs to update itself.

Don't ask me to tell you how to accomplish the above; you'll have to figure it out on your own.