GridWorld – Box

**Purpose**

This lab was designed to teach you about the GridWorld case study.

**Description**

Write a program that outputs the image from the sample execution. You may run everything from main. The image shows instances of Actor, Flower and Rock. All three classes have a setColor(Color) method.

ActorWorld world = new ActorWorld(); // makes the world

world.add(new Location(0, 0), new Actor()); // adds an actor at grid location(0,0)

world.show(); // shows the world

**Program Shell**

Create a java file called Box.java

**Sample Execution**

