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✓ Shark

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Language/Type: Java [classes](#) [constructors](#) [Critters](#) [fields](#) [inheritance](#) [instance methods](#)
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("Criticter" classes come from the University of Washington's CSE 142 Critters homework assignment. See the [assignment spec](#) for more information.)

Write a class Shark that extends the Critter class from the Critters assignment. Shark objects should alternate between moving to the north and south as follows: first move 1 step north, then 2 steps south, then 3 steps north, then 4 steps south, then 5 steps north, then 6 steps south, and so on, each time moving one farther than previously.

You may add anything needed (fields, other methods, constructors, etc.) to implement this behavior appropriately.

Type your solution here:

```
public class Shark extends Critter {
    private int move;
    private int alternate;

    public Shark(){
        move = 0;
        alternate = 1;
    }

    public Direction getMove(){

        // enter only if move = alternate amount
        // reset moves to 0
        if(move == alternate) {
            // increment to
```

```
17         alternate++;
18         move = 0;
19     }
20
21     move++;
22     // it will keep printing the same until alternate updates
23     // move is what allows alternate to update to the next
24     // move incremented before each return
25     if(alternate % 2 == 0){
26         return Direction.SOUTH;
27     } else {
28         return Direction.NORTH;
29     }
30 }
31
32
33 }
```

This is an **inheritance problem**. Write a Java class using inheritance. (You do not need to write any import statements.)



4

Indent

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test #1: sharkMove

console output: movement (1st shark): "NSSNNNSSSSNNNNNSSSSSSNNNNN
movement (2nd shark): "NSSNNNSSSSNNNNNSSSSSSNNNNN

result: ✔ pass

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