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README

The code for the controller exists in the Main class and contains various buttons corresponding to the commands involved in project 4. The buttons, labels, and text fields are all implemented in the start method, but the buttons are connected to their respective code by using a separate method called "buttonToCode", which in turn calls the function "thecode" that assigns functions to each button to be executed once the button is pressed. The Main class also contains a Runnable variable animateRunnable involved in the implementation of the animation feature, as well as two other functions- one that enables all the buttons, and one that disables them.

The code for the View component and the look function exists in the Critter class. The look function is implemented by Critter1 and Critter4. The View Component was implemented using these functions: canvasDrawLines- , canvasDrawCritters, canvasGetBoundingBox(which returns a bounding box for specific coordinates, inside the bounding lines), canvasDrawShape (implements the visual representation for each critter), and finally displayWorld (calls canvasDrawLines and canvasDrawCritters). The rest of the functions in Critter were implemented in project 4.

Each implementation in the program is good, with everything seeming to work just fine.