Intro to Programming Mini Lab 1 Analysis Questions

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1. After changing the first output statement to a greeting and compiling/running the program, no behavioral difference was seen. The only difference is that the first message to display is now the greeting I typed instead of the default message. All other functionality is the same, because the method being called only spits out a string of text, and does not alter anything else in the program.
2. I did not expect the code to add the fish to the aquarium yet. I have not yet told the program to add the new fish to it, I have just made some new fish. When I tested the program, this was the result.
3. This time the fish should be added to the aquarium, as I have modified the aquarium to include the fish by calling the add function. This was what happened.
4. To move the fish, the moveForward() method must be called. This should be called after the GUI constructor is called, so that the user interface can be updated to show the newly moved fish. Simply telling the fish to move forward is not enough- they will move forward, but not add them to the aquarium unless I tell it to refresh. The documentation on how to do this is under the AquaSimGUI class.