

1. I created two new classes: Critter1 and Critter2.
2. I don't use an extra data structure. I simply use the List<Critter> population in Critter class. Whenever I want to know whether a position is occupied by a critter, I will traverse through the list. I know constructing an extra 2-D array has less time complexity. But giving that the world won't be too big since we finally need to visualize it, I decided to just use population list.