EE422C Project 4 (Critters) Code Structure

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Git URL: https://github.com/Marcus-Zhu/EE422C\_HW4\_Critter/

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1. Did you create any new classes, and if so, what fields and methods are in it?

We have added the following classes:

* Five new critter classes:
  + Each MyCritter method contains a doTimeStep(), fight(), and toString() method. There are no fields in any MyCritter classes.
  + MyCritter1
  + MyCritter2
  + MyCritter3
  + MyCritter4
  + MyCritter5
* JunitTestMyCritterSample1
  + This class contains test methods to run Junit tests on our project. It contains no fields.
  + Methods
    - setUpBeforeClass()
    - tearDownAfterClass()
    - setUp()
    - tearDown()
    - testWalk() - Use MakeCritter to create a Critter, and makes sure walk works for 1 step.
    - testWalkTwiceInOneTurn() - Should move only once even if walk is called twice in one turn. Width and Height >= 3. This test does not use MakeCritter.
    - testFightsWithoutRun() - num Critters created at 1 location. Call WorldTimeStep once. Ensure that all but1 Critter is dead at the end of 1 step. This test uses methods that student solutions may not have.
    - testFightPos() – tests to see if two critters that occupy the same position will fight

1. What is the data structure that you used to hold your Critters?

We used the provided population ArrayList to hold Critters.