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
* In Critter.java, we add:
* Getters and setters for coordinate: getX\_coord() , setX\_coord(int x\_coord) , getY\_coord(), setY\_coord(int y\_coord) , getCoord(), setCoord(Point p)
* Direction calculate and excecute: calcDirection(Point p, int direction, int step), moveDirection(int dir, int step)
* Critter world map update: updateMap()

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

We used the provided population ArrayList to hold Critters. When solving map conflicts and displaying critter world, we use a hashmap to store pairs of (position, critter).