

ReadME

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Code Structure:

In order to hold the population, we simply used an ArrayList of Critters. In WorldTimeStep, we used 2 nested for loops ( $i = 0, j = i + 1$ ) to run through this ArrayList and find critters that will have an encounter. We also used an ArrayList to keep track of babies, and added the babies in this ArrayList to the population ArrayList at the end of WorldTimeStep. We did not add any additional classes or methods other than the ones provided (except Critter1 – Critter4 of course). Our Main.java simply took the given input and checked the first word and the length of the input to determine validity of the command. Then, it called the appropriate methods.