

Lab Goal : This lab was designed to teach you more about Critter.

Lab Description : Extend Critter to make a new BlackPlagueCritter that will turn all neighboring actors(not rocks) black. Override the processActors method so that all neighboring actors, except for Rocks and other BlackPlagueCritters, are turned black. Use the setColor method to change the color of the neighboring actors.

Sample Data :

See the main in BlackPlagueCritterRunner

Sample Output :

