

Lab Goal : This lab was designed to teach you more about the GridWorld case study and more about the methods of the Actor class.

Lab Description : Make a new actor that only moves WEST until it reaches the left most column at which point the actor will stop moving. The actor will attempt to move out of bounds and blow up (an exception will be thrown).

Files Needed ::

`MoveLeftActor.java`
`MoveLeftActorRunner.java`
GridWorld project

Sample Output :

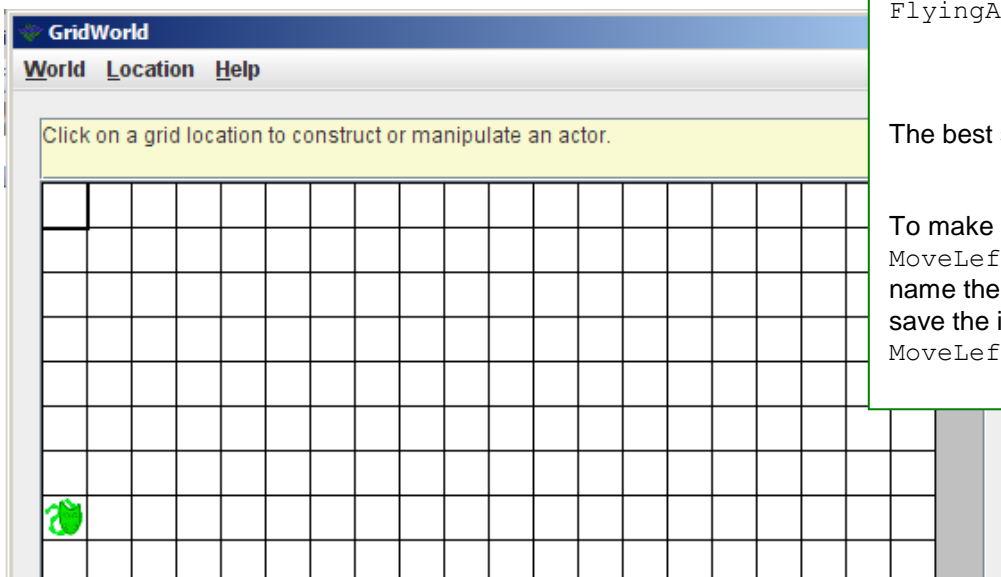
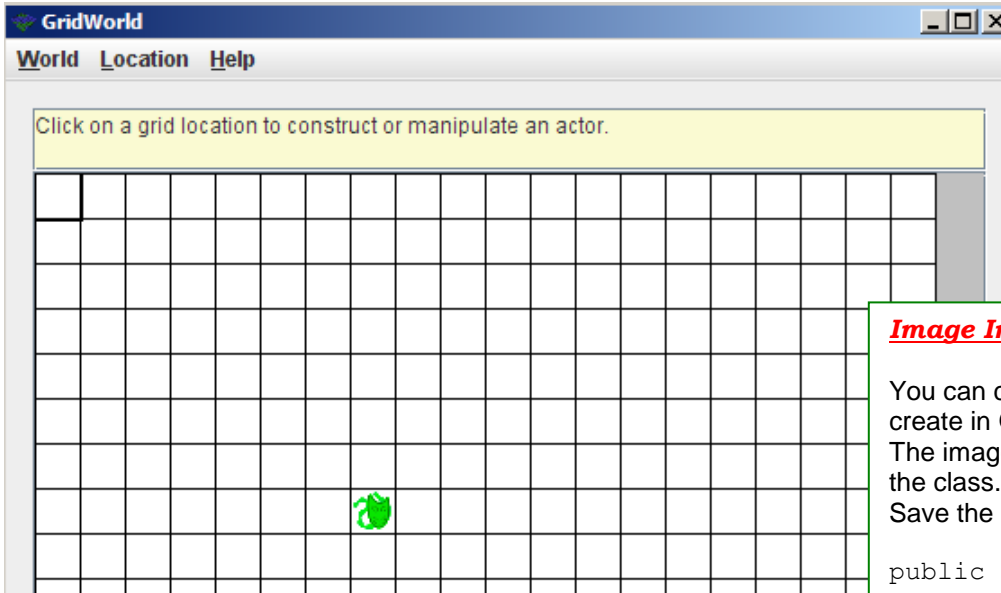


Image Information

You can create an image for any class you create in GridWorld.
The image must have the exact same name as the class. Case matters!
Save the image in the same folder as the class.

```
public class FlyingActor .....  
FlyingActor.gif
```

The best size for an image would be 48X48.

To make your own image for the `MoveLeftActor` class, you would have to name the image `MoveLeftActor.gif` and save the image in the same folder as the `MoveLeftActor` class.