**Code Analysis**

1. Find and correct the errors in the following code segment:

import becker.robots.\*;

public class SpinBot extends Robot

{

public Robot (City a, int b, int c, Direction d)

{

super (City a, int b, int c, Direction d);

}

public void spinMove()

{

super.spin();

super.move();

}

public spin();

{

this.turnLeft();

this.turnLeft();

this.turnLeft();

this.turnLeft();

this.turnLeft();

this.turnLeft();

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this.turnLeft();

}

}

Corrected Version:

import becker.robots.\*;

public class SpinBot extends Robot

{

public SpinBot (City a, int b, int c, Direction d)

{

super (a, b, c, d);

}

public void spinMove()

{

this.spin();

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public spin();

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this.turnLeft();

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this.turnLeft();

}

}

1. Assuming you are using the CORRECTED version of a SpinBot, race the following section of code and draw a diagram to represent the **initial** and **final** situations.

City springfield = new City();

SpinBot homer = new SpinBot(springfield, 3,3,Direction.EAST);

Robot smithers = new Robot(springfield, 5,5, Direction.SOUTH);

homer.spinMove();

homer.turnLeft();

homer.spinMove();

homer.move();

smithers.turnLeft();

smithers.spinMove();

smithers.spinMove();

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SpinBot smithers = new SpinBot(springfield, 5,5, Direction.SOUTH);

homer.spinMove();

homer.turnLeft();

homer.spinMove();

homer.move();

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smithers.spinMove();

smithers.spinMove();