Yuya Oguchi

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Mr.Randell

APCS

GridWorld4

Do you know?

Set7:

1)

act, getActors, processActors, getMoveLocations, selectMoveLocation, and makeMove

2)

getActors, processActors, getMoveLocations, selectMovelocation, makeMove

3)

Yes. If the new subclass of critter is made, you do need to override the getActors method.

4)

It could remove the actors or change colors of the actors, or it can make all to move.

5)

getMoveLocations, selectMoveLocation, and makeMove

What it does is that getMoveLocation will find every movable locations and return it. Then the selectMoveLocation will randomly find the location to move from the list that was returned from getMoveLocations, and makeMove actually move the critter

6)

Since critter extends Actor, which has all the default constructors. Unless you specify the constructor to make it something, the Actor will create blue critter that is facing north.

Do you know?

Set8:

1)

ChameleonCritter has different processActors and makeMove methods, so even when it calls for the same act(), it will return different result.

2)

Because in ChameleonCritter change its direction first and then move by using super.makeMove.

3)

Change the makeMove method so a variable keeps old critter’s location, and then if the critter move out of the location, create a flower at the old critter’s location.

4)

Since CameleonCritter isn’t really different from what Critter does, there is no need to change the getActors. CameleonCritter uses the same method and add some features like changing its own color.

5)

Actor class has the getlocation method

6)

Just like the bug class, you can call the grid by getGrid method.

Do you know?

Set 9:

1)

CrabCritter just takes all the neighbors when the getActors is called, so it is pretty mcu the same as Critter, so there is no need to override this method.

2)

No. The CrabCritter only eats neighboring actor that is right in front of the CrabCritter, diagonally front right, or diagonally front left neighbors, so if the actor is neighbor, but in any other location, then the CrabCritter will not remove them.

3)

getLocationsInDirections is used to find possible neighbors the CrabCritter can move to and eat.

4)

(4,3), (4,4), and (4,5)

5) The difference between CrabCritter and a Critter is that Critter is in a shape of critter but CrabCritter is in a shape of crab. It also moves differently as crab critter can only move to right or left but critter can move to any adjacent squares.

6) If the location of the makeMove method gives the current location of the crab, then the critter will turn instead of moving to an location.

7) All of the critters inherit from the same class and according to it, the critters will only rat if the object is not rock or another critter, so it will never eat other critters.