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Do You Know?

1. It sets the length of the sides of the box around which the BoxBug moves.
2. It counts the number of boxes the BoxBug has moved so it knows when to turn.
3. It is called twice because we want it to turn 90 degrees when it reaches the edge of its imaginary box.
4. The BoxBug class is extended from the Bug class.
5. It will always be the same unless it hits something because sideLength is never changed.
6. The path of a BoxBug can change if there is something in its way.
7. The value of steps will be 0 at the corners of the BoxBug bug’s box.

Exercises

1. It travels in a circular pattern rather than a box pattern.

5) First you would add another BoxBug object and then you would add it to a location with world.add().