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Do You Know?

1. It will always move to a new location unless it is completely blocked. If it is partially blocked it will turn.
2. The bug moves linearly unless there is something in its path.
3. If the bug does not move it turns.
4. When the bug moves it leaves a flower behind it.
5. If the bug is facing the direction of the wall it is treated as any other obstacle and it turns. If it is facing another direction it will just move along the wall or away from the wall until it hits another obstacle.
6. When there is a rock in front of the bug it will turn clockwise until it can move away from the rock.
7. A flower will stay in the same location it was laid.
8. A flower darkens in color over time.
9. A rock is stationary and does not have any other behavior.
10. Only one actor can be in any location on the grid at a particular time.

Exercises

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| **Degree** | **Direction** |
| 0 | North |
| 45 | Northeast |
| 90 | East |
| 135 | Southeast |
| 180 | South |
| 225 | Southwest |
| 270 | West |
| 315 | Northwest |
| 360 | North |

2. I can move it in any direction to any box in the grid. If I try to move it outside the grid it returns an error message.
3. setColor()
4. It removes the bug from the grid.