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Do You Know?

1. Color, location, direction
2. North, blue
3. Because it is a platform to build off of with subclasses, it’s methods aren’t meant to be changed, just overridden.
4. An actor can’t put itself into the grid twice without first removing itself. An actor can’t remove itself from the grid twice. An actor is able to place itself in the grid, remove itself, and then place itself in the grid again.
5. setDirection(getDirection() + Location.RIGHT);

Do You Know?

1. If (!gr.isValid(next))
2. return (neighbor == nul) || (neighbor instanceof Flower);
3. isValid checks if the location in front of the actor is empty or if it isn’t, what is on that location.
4. getAdjacentLocation finds the coordinates of the location in front of the actor.
5. getGrid checks if the actor is in the grid and getLocation returns the actors locations.
6. It is removed from the grid
7. It is used later to remember the location it needs to put a flower
8. So you can follow a single bug’s trail
9. Yes
10. flower.putSelfInGrid(gr, loc);
11. 4

Group Activity

1)

a) turn

b) turn

c) turn

d) it will turn away, it isn’t allowed to land on another actor

e) it will turn

f) no

2)

a) Bug

b) Bug is similar, it just moves 2 instead of 1

c) yes, every class needs a constructor

d) move(), canMove()

e) no methods need to be added

f) set up rocks and observe its behavior and let it run with other bugs and see if it behaves how it is supposed to.