# Quiz

## Introduction

After implementing your Floater class, you’d like to extend it with a new class called Algae. Algae are buoyant and should move slightly up and down, rather than staying in just one place.

Remember that your Floater class provides you some methods already. An excerpt of it is below.

public class Floater implements Creature

{

public Point getLocation() { ... }

...

}

## Question

Implement updateLocation for this Algae class so that every time it is called, the Algae alternates between floating up 5 pixels from its current position (moving to a lower Y value) and floating down 5 pixels from its current position (moving to a higher Y value).

## Code

public class Algae extends Floater

{

// Put any fields you need here.

public void updateLocation()

{

}

}