



A Bug's Life

Classes give programmers the ability to define their own types. That's really at the heart of modern, object-based programming, and that's what you'll practice in this homework assignment where you'll create one very simple class.

Here is the specification:

The class models a bug moving along a horizontal line. The bug moves either to the right or left. Initially, the bug moves to the right, but it can turn to change its direction. In each move, its position changes by one unit in the current direction.

- a constructor **Bug(int initialPosition)**
- two mutator methods, **turn()** and **move()**
- one accessor method **position()**

Use **make test** to check your work. Be sure to **make submit** to turn in your code for credit **before the deadline**. As always, if you run into problems, bring your questions to the Canvas Discussion Board or come to my office hour.