1. What is the role of the instance variable sideLength?

To hold the constructor’s initial value of how long each side of the box should be.

1. What is the role of the instance variable steps?

How many steps the bug has taken in one direction.

1. Why is the turn method called twice when steps becomes equal to sideLength?

Because turn() turns 45 degrees, so 45+45 = 90

1. Why can the move method be called in BoxBug when there is no move method in the BoxBug class?

Because it’s part of a super-class, Actor.

1. After a BoxBug is constructed will the size of the square pattern always be the same?

Yes.

1. Can the path a BoxBug travels ever change?

Yes, if a object is obstructing the path of the bug.

1. When will the value of steps be zero?

After it turns twice and begins to move on a new direction. Either due to encountering a obstacle, or reaching the desired sideLength.