1. No, it seems like the bug does not always move to a new location from the little bit of experimenting that I did on the program.
2. The bug moves forward, or turns itself diagonally and then walks that way.
3. If the bug does not move, it makes a flower or a rock it seems like.
4. The bug leaves a flower behind.
5. When the bug is at the edge of the grid, it turns its body and starts walking another way.
6. When the bug has a rock immediately in front of it it turns and walks another way.
7. No, a flower does not move, but it “dies out”.
8. The flower can have a color, and it seems to be able to die.
9. I don’t think the rock has any behavior except having a color, and I’m not sure if that is a behavior.
10. I don’t think any of the actors can be in the same grid location, it does not seem that way anyways.

1:

0 – North

45 – North-East

90 – East

135 – South-East

180 – South

225 – South-West

270 – West

315 – North-West

360 – North

2. It seems like you can move it anywhere you want; The program throws an IllegalArgumentException.

3. void setColor(java.awt.Color);

4. The bug most likely gets “Squished” (it disappears).