1. The role of the instance variable is to set the length of the square that the BoxBug traces.
2. The steps instance variable keeps track of how many steps you have taken.
3. Because you are at a corner of the square that the boxbug is “Tracing”.
4. Because BoxBug extends Bug, which may extend something else – one of the superclasses has the move method.
5. Once it’s created, it will stay the same, as there is no setter method to change it later on.
6. No, because it keeps tracing the same square over and over again.
7. When it is turning, it will be zero.