

```

1 @/**
2  * AP(r) Computer Science GridWorld Case Study:
3  * Copyright(c) 2005-2006 Cay S. Horstmann (http://horstmann.com)
4  *
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11 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
12 * GNU General Public License for more details.
13 *
14 * @author Chris Nevison
15 * @author Barbara Cloud Wells
16 * @author Cay Horstmann
17 */
18
19 import info.gridworld.actor.ActorWorld;
20 import info.gridworld.actor.Critter;
21 import info.gridworld.actor.Flower;
22 import info.gridworld.actor.Rock;
23 import info.gridworld.grid.Location;
24
25 import java.awt.Color;
26
27 /**
28  * This class runs a world that contains critters. <br />
29  * This class is not tested on the AP CS A and AB exams.
30  */
31 public class CritterRunner
32 {
33     public static void main(String[] args)
34     {
35         ActorWorld world = new ActorWorld();
36         world.add(new Location(7, 8), new Rock());
37         world.add(new Location(3, 3), new Rock());
38         world.add(new Location(2, 8), new Flower(Color.BLUE));
39
40         world.add(new Location(5, 5), new Flower(Color.PINK));
41         world.add(new Location(1, 5), new Flower(Color.RED));
42         world.add(new Location(7, 2), new Flower(Color.YELLOW));
43         world.add(new Location(4, 4), new Critter());
44         world.add(new Location(5, 8), new Critter());
45         world.show();
46     }
47 }

```