

```
1 package club.westcs.GridWorldBeckerbauer;
2
3 import info.gridworld.actor.Actor;
4 import info.gridworld.actor.ActorWorld;
5 import info.gridworld.actor.Bug;
6 import info.gridworld.grid.BoundedGrid;
7
8 public class WeatherCritterLevel3Runner {
9     public static void main(String[] args) {
10         ActorWorld world = new ActorWorld(new BoundedGrid<>(25, 25));
11         WeatherCritterLevel3 bob = new WeatherCritterLevel3();
12         world.add(bob);
13         world.add(new Bug());
14         world.add(new Bug());
15         world.add(new Bug());
16         world.add(new Bug());
17         world.add(new Bug());
18         world.add(new Bug());
19         world.add(new Actor());
20         world.add(new Actor());
21         world.add(new Actor());
22         world.add(new Actor());
23         world.add(new Actor());
24         world.show();
25         bob.run();
26     }
27 }
28
29
```