

```
1 package club.westcs.GridWorldBeckerbauer;
2
3 import info.gridworld.actor.Actor;
4 import info.gridworld.actor.ActorWorld;
5 import info.gridworld.actor.Flower;
6 import info.gridworld.grid.BoundedGrid;
7 import info.gridworld.grid.UnboundedGrid;
8
9 public class ThanosCrittterLevel2Runner {
10     public static void main(String[] args) {
11         ActorWorld world = new ActorWorld(new BoundedGrid<>(25, 25));
12         world.add(new ThanosCrittterLevel2());
13         world.add(new Flower());
14         world.add(new Actor());
15         world.add(new Actor());
16         world.add(new Actor());
17         world.add(new Actor());
18         world.add(new Actor());
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     }
26 }
27
```