

```

1 1/*
2 2 * AP(r) Computer Science GridWorld Case Study:
3 3 * Copyright(c) 2005-2006 Cay S. Horstmann (http://horstmann.com)
4 4 *
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10 10 * but WITHOUT ANY WARRANTY; without even the implied warranty of
11 11 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
12 12 * GNU General Public License for more details.
13 13 *
14 14 * @author Chris Nevison
15 15 * @author Barbara Cloud Wells
16 16 * @author Cay Horstmann
17 17 */
18
19 19 import info.gridworld.actor.ActorWorld;
20 20 import info.gridworld.actor.Bug;
21 21 import info.gridworld.actor.Flower;
22 22 import info.gridworld.actor.Rock;
23 23 import info.gridworld.grid.Location;
24 24
25 25 /**
26 26  * This class runs a world that contains crab critters. <br />
27 27  * This class is not tested on the AP CS A and AB exams.
28 28  */
29 29 public class CrabRunner
30 30 {
31 31     public static void main(String[] args)
32 32     {
33 33         ActorWorld world = new ActorWorld();
34 34         world.add(new Location(7, 5), new Rock());
35 35         world.add(new Location(5, 4), new Rock());
36 36         world.add(new Location(5, 7), new Rock());
37 37         world.add(new Location(7, 3), new Rock());
38 38         world.add(new Location(7, 8), new Flower());
39
40         world.add(new Location(2, 2), new Flower());
41         world.add(new Location(3, 5), new Flower());
42         world.add(new Location(3, 8), new Flower());
43         world.add(new Location(6, 5), new Bug());
44         world.add(new Location(5, 3), new Bug());
45         world.add(new Location(4, 5), new CrabCritic());
46         world.add(new Location(6, 1), new CrabCritic());
47         world.add(new Location(7, 4), new CrabCritic());
48         world.show();
49     }
50 }

```