

```
1 package club.westcs.GridWorldBeckerbauer;
2
3 import info.gridworld.actor.ActorWorld;
4 import info.gridworld.grid.BoundedGrid;
5
6 public class MagneticCritterLevel3Runner {
7     public static void main(String[] args) {
8         ActorWorld world = new ActorWorld(new BoundedGrid<>(25, 25));
9         world.add(new MagneticCritterLevel3());
10        world.add(new MagneticCritterLevel3());
11        world.add(new MagneticCritterLevel3());
12        world.add(new MagneticCritterLevel3());
13        world.add(new MagneticCritterLevel3());
14        world.add(new MagneticCritterLevel3());
15        world.add(new MagneticCritterLevel3());
16        world.add(new MagneticCritterLevel3());
17        world.add(new MagneticCritterLevel3());
18        world.add(new MagneticCritterLevel3());
19        world.show();
20    }
21 }
22 }
```