>>> from ants import \*

>>> beehive, layout = Hive(AssaultPlan()), dry\_layout

>>> dimensions = (1, 9)

>>> gamestate = GameState(None, beehive, ant\_types(), layout, dimensions)

>>> thrower = ThrowerAnt()

>>> ant\_place = gamestate.places["tunnel\_0\_0"]

>>> ant\_place.add\_insect(thrower)

>>> #

>>> # Testing nearest\_bee

>>> near\_bee = Bee(2) # A Bee with 2 armor

>>> far\_bee = Bee(3) # A Bee with 3 armor

>>> near\_place = gamestate.places['tunnel\_0\_3']

>>> far\_place = gamestate.places['tunnel\_0\_6']

>>> near\_place.add\_insect(near\_bee)

>>> far\_place.add\_insect(far\_bee)

>>> nearest\_bee = thrower.nearest\_bee(gamestate.beehive)

>>> thrower.nearest\_bee(gamestate.beehive) is far\_bee