Christopher Pybus

Ap Computer Science

Grid World Part 4

**Do You Know** (Set 7)

1. **What methods are implemented in Critter?**  
   The methods that are implemented in Critter are: makeMove(), selectMoveLocation(), processActors(), getMoveLocations() and act().
2. **What are the five basic actions common to all critters when they act?**The five basic actions common to all critters are all of the methods named in the previous answer, except for act().
3. **Should subclasses of Critter override the getActors method?**Yes, subclasses of the Critter class should override the getActors method.
4. **Describe three ways that a britter could process actors.**A critter could process actors in many different ways. It could remove them all from the grid, it could move them all to different locations, or it could change all of their colors.
5. **What three methods must be invoked to make a critter move?**  
   Three methods that must be invoked to make a critter move are selectMoveLocation, makeMove, and getMoveLocations. getMoveLocations returns a list of all the adjacent locations. selectMoveLocations randomly chooses one of those locations and makes sure it is empty. It returns that location that it chose. makeMove then moves the critter to that location.
6. **Why is there no Critter constructor?**  
   Because the critter class doesn’t not have any instance variables that need to be instantiated by the constructor, nor does the Actor class (it’s super class), therefore it just uses its default constructor.