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Ap Computer Science

**Did You Know** (Set 8)

1. **Why does act cause a ChameleonCrtter to act differently from a Critter even thought ChameleonCritter does not override act?** The ChameleonCritter overrides processActors, which makes the Critter move differently than it normally would.
2. **Why does the makeMove method of ChameleonCritter call super.makeMove?** Because the makeMove of the ChameleonCirtter class is different from the regular Critter class. By using super.makeMove, it goes back to the unmodified version of the makeMove method (In the super class).
3. **How would you make the ChameleonCritter drop flowers in its old location when it moves?** You would either have to modify and override the act method, or you could include the coding in the makeMove method.
4. **Why doesn’t ChamelionCritter override the getActors method?** Because the actors that the super class get are the same that any overridden getActors method would get.
5. **Which class contains the getLocation method?** The class that contains the getLocation method is the actor class, therefore, all classes that have the Actor class as a super class inherit this method.
6. **How can a Critter access its own grid?** The actor class has a method called getGrid, which is what all actors use to get their grid.