Christopher Pybus

AP Computer Programming

**Did You Know** (Set 9)

1. **Why doesn’t CrabCritter override the processActors method?** Because the processActors method already returns all the actors nearby, so there is no need for CrabCritters to override it.
2. **Describe the process a CrabCritter uses to find and eat other actors.** **Does it always eat all neighboring actors?** getAcotrs will only look for other actors that are at 45 degrees, 0 degrees, and -45 degrees. (That relates to front-left, front, and front right)
3. **Why is the getLocationsInDirections method used in CrabCritters?** This method is used to return the locations of actors that the critter can eat.
4. **If a CrabCritter has location (3,4) amd faced south, what are the possible locations for actors that are returned by a call to the getActors method.** The getActors method will return (4,3), (4,4) and (4,5)
5. **What are the similarities and differences between the movements of a CrabCritter and a critter?** While a crabCritter will only move to its right or left, a normal critter will move to any of the adjacent locations. However, when they move, they both randomly chose their new locations from a list of possible locations.
6. **How does a crabcritter determine when it turns instead of moving?** If the “loc” variable in the makeMove method is the same as the crab’s current location.
7. **Why don’t the crabcritter objects eat eachother?** Because processActors makes sure that they wont eat eachother.