

# UML Diagram

## Creatures

Rand  
low  
col  
isdead  
randomturn()  
step()  
take action()  
toString

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dir  
point  
lab

## mice

Super(x,y)  
this.lab  
randomturn()  
step()  
take action()  
toString

## cat

Super(x,y)  
this.lab  
randomturn()  
step()  
take action(),  
toString

## zombiecat

super(x,y)  
this.lab  
randomturn()  
step()  
take action  
toString

new creature

row

col

super x,y

this.love

randomturn()

step()

take action(),

toString