CritterWorld

**public** **static** LinkedList<Critter> getLiveCritters();

Accesses our private LinkedList<Critter> and returns it.

**public** **static** Critter[][] getWorld();

Accesses our private Critter[][] array.

**public** **static** **void** addToCrib(Critter c);

Adds passed critter to our ArrayList<Critter> crib.

**public** **static** **void** removeDeadCritters();

Removes the dead critters on the board

**public** **static** **void** resetWorld();

Clears the Critter[][] array.

**public** **static** **void** birthBabies();

Places babies from ArrayList<Critter> crib into LinkedList<Critter>.

**public** **static** **void** addCritter(Critter c);

Contructs critter specified and adds to LiveCritter array.

ArrayList for crib

LinkedList for LiveCritters