Pointer to 2d array – ints or enums?

0 means white, 1 means black, 2 means ant

Ant class

Members: int color (0-2), int direction (0-3)

Inputs: number of rows and columns, number of steps

Output: print the ant board with each new step

If board[row][col] = 0 blank, =1 #, =2 \*

What happens when the ant hits the edge?

Do I need a step counter in the ant class?

Create getint method

Might as well make a get double method too

valgrind to see memory leaks