API Changes

Added **public** **void** updateTurtleAbsoluteOrientation(**double** newAngle) and **public** **void** updateTurtleAbsoluteLocation(Point2D newLocation) to TurtleHandler. Also, added corresponding **public** **void** updateAbsoluteOrientation(**double** newAngle) and **public** **void** updateAbsoluteLocation(Point2D newLocation) to Turtle. These were added because we had forgotten to account for the case in which the user would specify a specific angle or location they would want the Turtle to move to without using math such as forward or backward commands or adding/subtracting angles to the Turtle’s orientation.

Also added **public** **static** **boolean** isValidPoint(Point2D newLocation) to ImageUpdater so that TurtleHandler (or potentially any other class) can make sure any Point2D is in the grid or not. This was specifically added for updateTurtleAbsoluteLocation in the event that the user specified location isn’t actually valid.

Changed method in ImageUpdater to **public** **void** drawLine(Point2D from, Point2D to) removing the Color parameter. We did this because ImageUpdater should be able to get the pen color itself – that is, the TurtleHandler that would call this method doesn’t need to have access to the Pen.