

## Project 1

### Design:

#### Ant Class

- Ant direction(Right and Left)
- Ant's x and y coordinates
- Function that returns direction
- Default constructor sets default direction

#### Board Class

- Initializes and displays 2D array
- Places Ant on board
- Switches board color when Ant is on an element
- Ant movement
- Function for when Ant is at the edge of the board

#### Menu Function

- Displays user options
- Input Validation
- Enter Ant's start location
- Enter rows and columns in 2D array
- Enter number of steps Ant takes