**Part (a)**

public int nextTankToFill(int threshold)

{

int min = tanks.get(0).getFuelLevel();

int minIndex = 0;

for(int i = 0; i < tanks.size(); i++)

{

if(tanks.get(i).getFuelLevel() < min)

{

min = tanks.get(i).getFuelLevel();

minIndex = i;

}

}

if(min <= threshold)

{

return minIndex;

}

else

{

filler.getCurrentIndex();

}

}

**Part (b)**

public void moveToLocation(int locIndex)

{

if(filler.getCurrentIndex() > locIndex && filler.isFacingRight())

{

filler.changeDirection();

filler.moveForward(filler.getCurrentIndex() - locIndex);

}

else if(filler.getCurrentIndex() > locIndex && !filler.isFacingRight())

{

filler.moveForward(filler.getCurrentIndex() - locIndex);

}

else if(filler.getCurrentIndex() < locIndex && filler.isFacingRight())

{

filler.moveForward(locIndex - filler.getCurrentIndex());

}

else

{

filler.changeDirection();

filler.moveForward(locIndex - filler.getCurrentIndex());

}

}