

Lab – Chapter 11, Exercise 9

9. Add a `Bystander` class to the GridWorld Dance project. Make it a subclass of `RightShoe` and override its `learn` method. A `Bystander` does not learn the specific dance steps; instead it stays in the same location and turns back and forth by 45 degrees. Create a subclass of `CongaNumber` named `BystanderNumber` that adds a `Bystander` in the upper-right corner of the grid (`Location(0, world.getGrid().getNumCols() - 1)`).

(Hint – "-1 -7 " describes the sequence of "dance" steps for a `Bystander`.)