

# Predator Prey Part 1

## Problem ID: a20p01predatorpreypart1

Start by running the given solution locally on your computer. You will notice a run-time error like the following:

```
Enter seed for randomness: 10
.  O  O  X  .  .  O  O  .  .
.  .  .  .  .  O  O  X  .  O
.  .  .  O  O  .  O  O  O  O
O  X  O  .  X  O  O  X  X  .
.  .  .  O  .  O  .  O  O  O
.  .  O  O  .  X  O  O  O  .
.  .  O  .  .  .  O  O  .  .
.  O  O  O  O  O  O  O  X  O
X  O  O  O  .  O  .  .  O  O
O  X  O  O  .  .  O  .  O  O

...
island.py", line 56, in clear_all_moved_flags
    animal.clear_move()
AttributeError: 'int' object has no attribute 'clear_move'
```

Use the debugger in Visual Studio Code to find the reason for this error, i.e. set a break-point in the line number shown above and inspect the animal object each time the breakpoint is encountered during the run/debugging of the main program.