

pkg

Agent

<<interface>>
ChannelInteractable

Turtle

<<interface>>
TurtleBody

1
<<private>> 1

```
# createTurtleBody(bodyFactory : TurtleBodyFactory) : TurtleBody
+ <<final>> hasBody() : boolean
+ <<final>> live() : Status
# turtleBehavior() : void
# getPerceptions() : Collection<Perception>
# move(motion : Vector2d) : void
# turnLeft(angle : double) : void
# turnRight(angle : double) : void
```