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| **APCS Exposure Java** | **Exercises 07.08-10** | **Date:** |
| **Name:** | | **Period:** |

1. Which file is required for any GridWorld project?

2. In chapter 7 section 8 there is an experiment on setting up a GridWorld project.

How is this different from the first time you set up a GridWorld project?

3. Can new classes and methods be added to a GridWorld project?

4. Where are files like ***Bug.java*** stored?

5. Refer to your answer to the previous question.

Is this the original name of the folder from the *College Board*?

6. What is contained in the ***gridworld.jar*** file?

7. Every single object that you will ever see placed on a GridWorld acts when the \_\_\_\_\_button is clicked.

8. The objects act repeatedly when \_\_\_\_\_\_\_is clicked

9. Look at the **act** method of the **Bug** class shown in ***Figure 7.41***.

Based on this, explain how it behaves or *acts*.

10. Explain how the **turn** method of the **Bug** class works.

11. **HALF\_RIGHT** is a **final** attribute of the **Bug** class. What **int** value does is store?

12. Creating a new method requires what?

13. Look at ***Step 3*** of ***Lab Experiment 0730***. Describe how you would change the **act** method if you wanted the **Bug** to do a complete 180-degree *about face* any time it could not move.