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| **APCS Exposure Java** | **GWExercises10** | **Date:** |
| **Name:** | | **Period:** |

**Execute the GridWorldLab10 project, click RUN and observe the grid display.**

01. Describe the behavior of a **ChameleonCritter** object.

02. Do **ChameleonCritter** objects *eat* other objects like **Critters** do?

03. How does a **CrabCritter** object **move**?

04. Is it possible for a **CrabCritter** object to **turn**? If so, under what conditions?

05. In terms of their **Location**, which objects are *eaten* by a **Critter** object?

06. In terms of their **Location**, which objects are *eaten* by a **CrabCritter** object?

07. **Critter** and **CrabCritter** objects will not eat other **Critter** objects. Based on this we can also say they will not eat **ChameleonCritter** objects and other **CrabCritter** objects. Why is this true?

08. Refer to the previous question. What other objects are not *eaten* by **Critter** and **CrabCritter** objects?

09. The **processActors** method of the **Critter** class is used to remove certain objects from the **Grid**.

What method is called by **processActors** to determine which objects are actually removed?

10. Refer to the previous question.

The **CrabCritter** class inherits the **processActors** method from the **Critter** class.

How it is then possible that a **CrabCritter** will remove different objects than a **Critter**?