

## Code Structure

We did not create any new classes, but we did add new private methods to the Critter class. The moveCritter method moves a Critter in a specified direction for a specified number of steps by changing its x\_coord and y\_coord, and the encounter method handles the case that two Critters are still in the same place after a fight. We also added a hasMoved field, which is true when a Critter has moved within a time step. To hold the Critters, we used provided ArrayList data structure.