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/*
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Critter Project
Bear
*/

import java.awt.Color;

public class Bear extends Critter {

    private Color color; // stores the color of the bear
    private boolean slash; // flag to alternate between "/" and "\"

    // Constructor
    public Bear(boolean polar) {
        // if the bear is a polar bear, set color to white; otherwise, set color to
black
        if (polar) {
            color = Color.WHITE;
        } else {
            color = Color.BLACK;
        }
        slash = true; // start with "/"
    }

    // Method to determine the bear's next move
    public Action getMove(CritterInfo info) {
        // if there's an enemy in front, infect it
        if (info.getFront() == Neighbor.OTHER) {
            return Action.INFECT;
        }
        // if the space in front is empty, hop
        else if (info.getFront() == Neighbor.EMPTY) {
            return Action.HOP;
        }
        // otherwise, turn left
        else {
            return Action.LEFT;
        }
    }

    // Method to get the current color of the bear
    public Color getColor() {
        return color;
    }

    // Method to represent the bear as a string
    public String toString() {
        // if slash is true, return "/" and set slash to false; otherwise, return
"\\" and set slash to true
        if (slash) {
            slash = false;
            return "/";
        } else {
            slash = true;
            return "\"";
        }
    }
}

```

}