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/*
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Critter Project
Giant
*/

import java.awt.Color;

public class Giant extends Critter {

    private int moves;

    // Constructor
    public Giant() {
        moves = 0;
    }

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

    // Method to represent the giant as a string
    public String toString() {
        // determine the current cycle of moves (0-23)
        int cycle = moves % 24;
        // depending on the cycle, return "fee", "fie", "foe", or "fum"
        if (cycle < 6) {
            return "fee";
        } else if (cycle < 12) {
            return "fie";
        } else if (cycle < 18) {
            return "foe";
        } else {
            return "fum";
        }
    }

    // Method to determine the giant's next move
    public Action getMove(CritterInfo info) {
        moves++; // increment the number of moves

        // 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 right
        else {
            return Action.RIGHT;
        }
    }
}

```