```java
/*
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Critter Project
Lion
*/

import java.awt.Color;
import java.util.Random;

public class Lion extends Critter {

    private Color color;  // stores the current color of the lion
    private int moves;  // stores the number of moves made by the lion

    // Constructor
    public Lion() {
        moves = 0;  // initialize moves to 0
        pickColor();  // choose an initial color
    }

    // Method to pick a random color (Red, Green, Blue)
    public void pickColor() {
        Random random = new Random();  // create a new random number generator
        int choice = random.nextInt(3);  // choose a random number between 0 and 2
        // depending on the random number, pick a color
        switch (choice) {
            case 0:
                color = Color.RED;
                break;
            case 1:
                color = Color.GREEN;
                break;
            case 2:
                color = Color.BLUE;
                break;
        }
    }

    // Method to get the current color of the lion
    public Color getColor() {
        // if it's time to switch colors (every three moves)
        if (moves % 3 == 0) {
            pickColor();  // pick a new color
        }
        return color;  // return the current color
    }

    // Method to represent the lion as a string
    public String toString() {
        return "L";
    }

    // Method to determine the lion's next move
    public Action getMove(CritterInfo info) {
        moves++;  // increase the count of moves

        // if there's an enemy in front, infect it
        if (info.getFront() == Neighbor.OTHER) {
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            return Action.INFECT;
        }
        // if there's a wall in front or to the right, turn left
        else if (info.getFront() == Neighbor.WALL || info.getRight() ==
Neighbor.WALL) {
            return Action.LEFT;
        }
        // if there's a fellow Lion in front, turn right
        else if (info.getFront() == Neighbor.SAME) {
            return Action.RIGHT;
        }
        // otherwise, hop
        else {
            return Action.HOP;
        }
    }
}
```