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/*
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07/04/2023
Critter Project
Orca
*/

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

public class Orca extends Critter {

    private int corner = 0;
    private int infectCount = 0;
    private int stepCount = 0;
    public static final Random r = new Random();

    public Orca() {
        corner = r.nextInt(4);
    }

    public Color getColor() {
        return Color.GRAY;
    }

    public String toString() {
        return "0";
    }

    public Action getMove(CritterInfo info) {
        infectCount = info.getInfectCount();
        stepCount++;
        switch (corner) {
            case 0:
                if (info.getFront() == Neighbor.OTHER) {
                    return Action.INFECT;
                }
                if (info.getDirection() == Direction.NORTH) {
                    if ((info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                        return Action.LEFT;
                    }
                    if (info.getFront() == Neighbor.EMPTY) {
                        return Action.HOP;
                    }
                    return Action.RIGHT;
                }
                if (info.getDirection() == Direction.EAST) {
                    if ((info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                        return Action.RIGHT;
                    }
                    if (info.getFront() == Neighbor.EMPTY) {
                        return Action.HOP;
                    }
                    return Action.LEFT;
                }
            }
        }
    }
}

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        if (info.getDirection() == Direction.SOUTH) {
            if (info.getRight() == Neighbor.OTHER ||
info.getLeft() == Neighbor.SAME || info.getLeft() == Neighbor.WALL) {
                if (info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.RIGHT;
            }
            return Action.LEFT;
        }
        if (info.getDirection() == Direction.WEST) {
            if (info.getLeft() == Neighbor.OTHER ||
info.getRight() == Neighbor.SAME || info.getRight() == Neighbor.WALL) {
                if (info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.LEFT;
            }
            return Action.RIGHT;
        }
    }
    case 1:
        if (info.getFront() == Neighbor.OTHER) {
            return Action.INFECT;
        }
        if (info.getDirection() == Direction.EAST) {
            if ((info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                return Action.LEFT;
            }
            if (info.getFront() == Neighbor.EMPTY) {
                return Action.HOP;
            }
            return Action.RIGHT;
        }
        if (info.getDirection() == Direction.SOUTH) {
            if ((info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                return Action.RIGHT;
            }
            if (info.getFront() == Neighbor.EMPTY) {
                return Action.HOP;
            }
            return Action.LEFT;
        }
        if (info.getDirection() == Direction.WEST) {
            if (info.getRight() == Neighbor.OTHER ||
info.getLeft() == Neighbor.SAME || info.getLeft() == Neighbor.WALL) {
                if (info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.RIGHT;
            }
            return Action.LEFT;
        }
    }
}

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        if (info.getDirection() == Direction.NORTH) {
            if (info.getLeft() == Neighbor.OTHER ||
info.getRight() == Neighbor.SAME || info.getRight() == Neighbor.WALL) {
                if (info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.LEFT;
            }
            return Action.RIGHT;
        }
    case 2:
        if (info.getFront() == Neighbor.OTHER) {
            return Action.INFECT;
        }
        if (info.getDirection() == Direction.SOUTH) {
            if ((info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                return Action.LEFT;
            }
            if (info.getFront() == Neighbor.EMPTY) {
                return Action.HOP;
            }
            return Action.RIGHT;
        }
        if (info.getDirection() == Direction.WEST) {
            if ((info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                return Action.RIGHT;
            }
            if (info.getFront() == Neighbor.EMPTY) {
                return Action.HOP;
            }
            return Action.LEFT;
        }
        if (info.getDirection() == Direction.NORTH) {
            if (info.getRight() == Neighbor.OTHER ||
info.getLeft() == Neighbor.SAME || info.getLeft() == Neighbor.WALL) {
                if (info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.RIGHT;
            }
            return Action.LEFT;
        }
        if (info.getDirection() == Direction.EAST) {
            if (info.getLeft() == Neighbor.OTHER ||
info.getRight() == Neighbor.SAME || info.getRight() == Neighbor.WALL) {
                if (info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) {
                    return Action.INFECT;
                }
                return Action.LEFT;
            }
            return Action.RIGHT;
        }
    }
}

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        case 3:
            if (info.getFront() == Neighbor.OTHER) {
                return Action.INFECT;
            }
            if (info.getDirection() == Direction.WEST) {
                if ((info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                    return Action.LEFT;
                }
                if (info.getFront() == Neighbor.EMPTY) {
                    return Action.HOP;
                }
                return Action.RIGHT;
            }
            if (info.getDirection() == Direction.NORTH) {
                if ((info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) && (info.getFront() == Neighbor.SAME ||
info.getFront() == Neighbor.WALL)) {
                    return Action.RIGHT;
                }
                if (info.getFront() == Neighbor.EMPTY) {
                    return Action.HOP;
                }
                return Action.LEFT;
            }
            if (info.getDirection() == Direction.EAST) {
                if (info.getRight() == Neighbor.OTHER ||
info.getLeft() == Neighbor.SAME || info.getLeft() == Neighbor.WALL) {
                    if (info.getRight() == Neighbor.SAME ||
info.getRight() == Neighbor.WALL) {
                        return Action.INFECT;
                    }
                    return Action.RIGHT;
                }
                return Action.LEFT;
            }
            if (info.getDirection() == Direction.SOUTH) {
                if (info.getLeft() == Neighbor.OTHER ||
info.getRight() == Neighbor.SAME || info.getRight() == Neighbor.WALL) {
                    if (info.getLeft() == Neighbor.SAME ||
info.getLeft() == Neighbor.WALL) {
                        return Action.INFECT;
                    }
                    return Action.LEFT;
                }
                return Action.RIGHT;
            }
        }
        return Action.HOP;
    }
}

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