



< contains

## Main Page → Problems → Solve a Problem

advance >

## Shark

Show Header

Language/Type: 

Java <u>classes constructors Critters fields inheritance instance methods</u>

Related Links: <u>Critter.java</u>

**Author:** Jason Ganzhorn

("Critter" classes come from the University of Washington's CSE 142 Critters homework assignment. See the <u>assignment spec</u> for more information.)

Write a class Shark that extends the Critter class from the Critters assignment. Shark objects should alternate between moving to the north and south as follows: first move 1 step north, then 2 steps south, then 3 steps north, then 4 steps south, then 5 steps north, then 6 steps south, and so on, each time moving one farther than previously.

You may add anything needed (fields, other methods, constructors, etc.) to implement this behavior appropriately.

```
Type your solution here:
```

```
1 public class Shark extends Critter {
 2
       public int moves = 1;
       public int inDir = 1;
 3
 4
 5
       public Direction getMove() {
           Direction dir = Direction.CENTER;
 6
           if (this.moves >= inDir) {
 7
               if (this.inDir % 2 == 1) {
 8
                    dir = Direction.NORTH;
 9
10
               if (this.inDir % 2 == 0) {
11
                    dir = Direction.SOUTH;
12
13
14
               this.inDir++;
               this.moves = 1;
15
           } else {
16
               if (this.inDir % 2 == 1) {
17
                    dir = Direction.NORTH;
18
19
               if (this.inDir % 2 == 0) {
20
```

```
dir = Direction.SOUTH;
21
22
23
                    this.moves++;
24
               }
25
               return dir;
26
27
          }
28 }
This is an inheritance problem. Write a Java class using inheritance. (You do not need
                                                                                           Indent
to write any import statements.)
```

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## 

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