Public state getNextYear() 🡨 in the state class

{

#generate ArrayList <Location> = [(0,0),(0,1),…(n,m)]

#randomly shuffle list (knuth shuffle)

#iterate over the random ordering, generating year’s events (adding those outcomes to next year’s state)

#return next state

}

private class Location 🡨 in the state class

{

int x, int y;

public Location (int x\_,int y\_)

{

x = x\_;

y = y\_;

}

#create random object (set seed to 1) L = long

Random r = new Random(1L);

double rand = r.nextDouble();