Critter

Biosphere

+REGULAR: char

+FERTILE:char

+EMPTY: char

-appearance: char

+setAppearance(newAppearance:char) void

+getAppearance(): char appearance

+display():void

+Critter(appearance:char)

+ROWS: int

+COLUMNS: int

+MIN\_ROW: int

+MAX\_ROW: int

+MIN\_COLUMN:int

+MAX\_COLUMN: int

+HORIZONTAL\_LINE: String

+HORIZONTAL\_COUNT:String

-generation:int

+Biosphere()

+initialize(sphereType:int): void

-initializeCase1():void

-initializeCase2():void

-initializeCase3():void

-initializeCase4():void

-initializeCase5():void

-initializeCase6():void

-initializeCase7():void

-initializeCase8():void

-display():void

+runTurn():void

+debugON(i:int, j:int, bCount:int

+checkRight():void

+checkLeft():void

+checkTopLeft():void

+checkTopRight():void

+checkBottomLeft():void

+checkBottomRight():void

+checkTopRow():void

+checkBottomRow():void

+checkMiddle():void

+newPrevious():void

1…\*