

Random Bugs

Implement the Bug class. Its constructor take an integer for pair of legs, a boolean for orientation, and a color. Pair of legs determine how many legs that bug has. Each bug has a head and a tail. There are also spacing between legs as well. If the orientation is true than bug is standing upright (legs are looking to left and right). If it is false than bug is heading to left. Given values are for the upright bugs, you should use suitable values for left-heading bugs, as well. Your output will be a variant of the following.

