Muhammad Gheith

Lab 1 - Leaves and Wombats

1.2 - When I invoke the move method onto a wombat, it moves to the right/wherever-its-head-is-facing.

1.3 - It can always move *except when facing a wall.*

1.4 - Yes, by moving the wombat over the leaf and invoking the “eatLeaf” method, the “getLeavesEaten” will return “1”.

1.5 - ‘0’ face to the right, ‘1’ face down, ‘2’ turns it upside facing the left, and ‘3’ points it upward. Typing in anything besides ‘0’, ‘1’, ‘2’, or ‘3’ always returns an error, either stating that the number can’t be a double because it might translate it wrong if you type in a decimal, or that word type in doesn’t correlate to a given variable anywhere within the source code.

1.6 - Invoking the ‘act’ method effectively runs all the methods at once, checking if it can move, checking if theres a leaf, eating leaves it finds before moving again, and turning to the left if it is facing the edge of the world. It stops to eat leaves if there is one, and humorously, it will stay stationary to eat all the leaves if theres is more than one leaf placed on the same square.

1.7 - This preforms the “act” method on all the items in the world, including all wombats and leafs (tho the leafs have no actions to preform unless they are under a wombat)

1.8 - As stated above, the “act” button invokes all the methods of all the items on the world at the same time.

1.9 - This runs the “act” method over and over for all the items in the world.

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Lab 1 - Asteroids

1.11 - By setting the reload time to 1, ended up firing a total 188 bullets.

1.12 - It seems that the Rocket is moving at a speed of 1 pixel in comparison to the world when it is placed in the world. Since this is the case, it’s impossible to have the spaceship ever truly stationary.

1.13 - The Asteroid has a stability of 64, and each shot decreases the stability by 16 points.