Assignment 3 Wandering Cat

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COMP 110 Object-oriented Programming
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1- My Main Code's Algorithm

1 – I import classes which the code need, into my class package.
2 – I generate row and column integers.
3 – I generate the scene and title.
4 – In Cell method (private) I generate 2D array and read the text file into the array
5 – In moveOneStep method (private) I generate random numbers which between 1 and 8 and I write some conditions about cat's moving.

2- My Cat Class' Algorithm

1 – I generate row and col int which is public.
2 – I generate catColor which data type is Color.
3 – I generate Cat constructor which include catColor, row and col.

3- My Cell Class' Algorithm

1 – I generate type int which is public.
2 – I generate cellColor which data type is Color.
3 – I generate Cell constructor which include type.
4 – Cell constructor equals cellColor dodgerblue if type = 1.

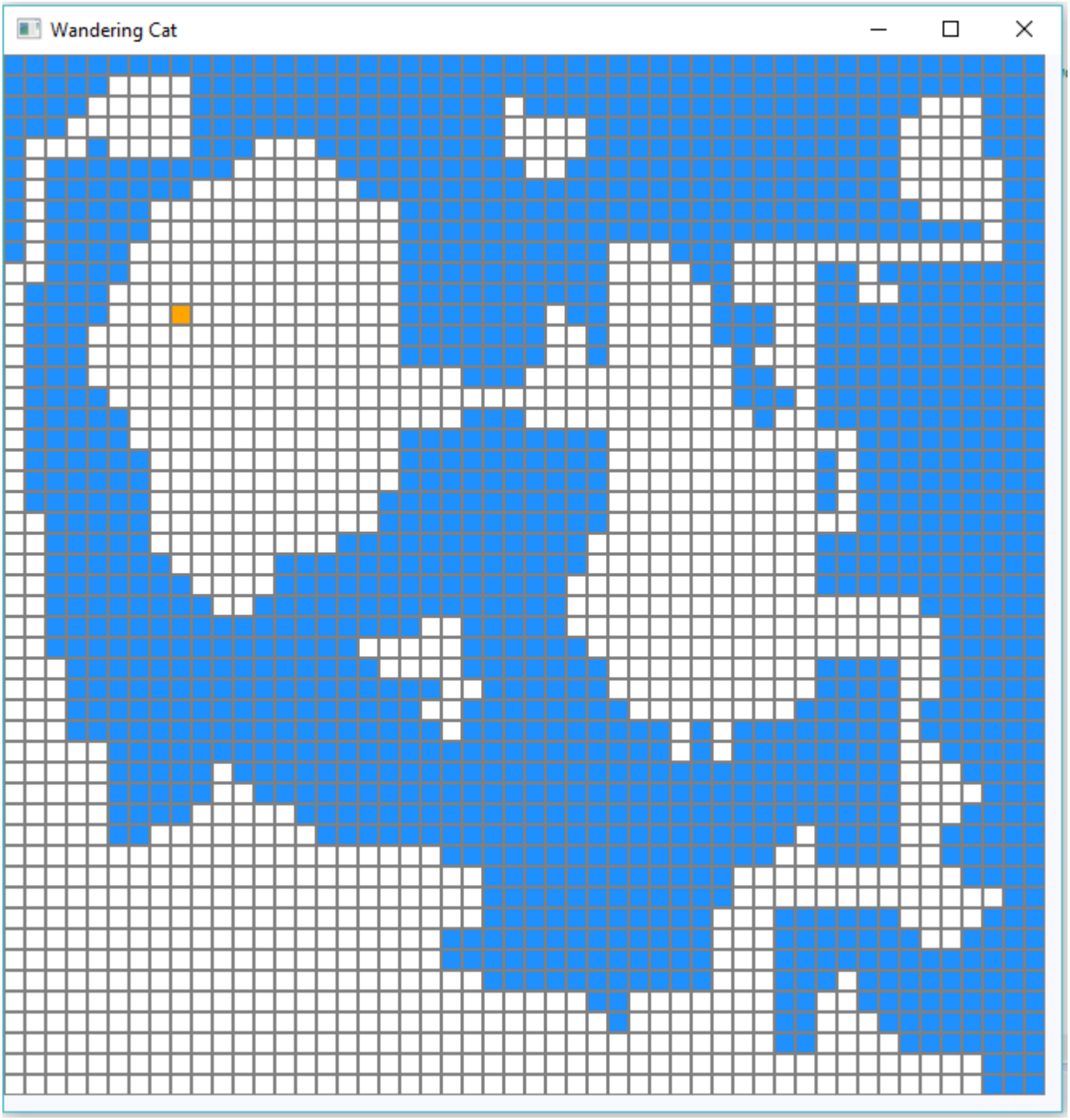
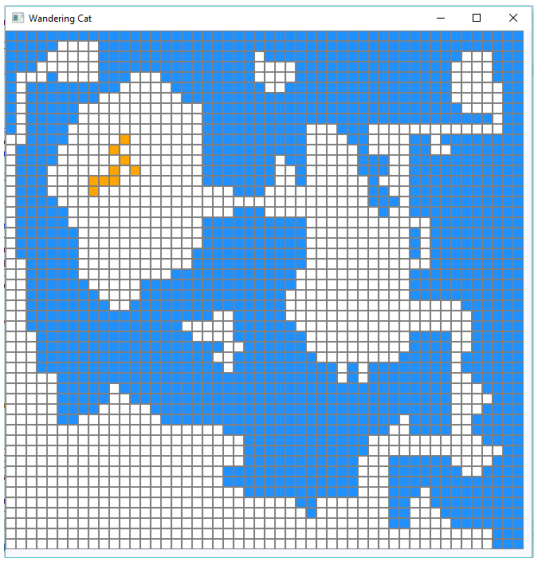
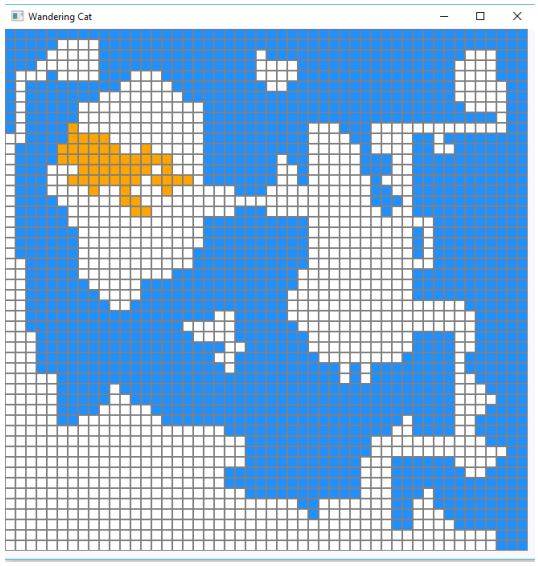


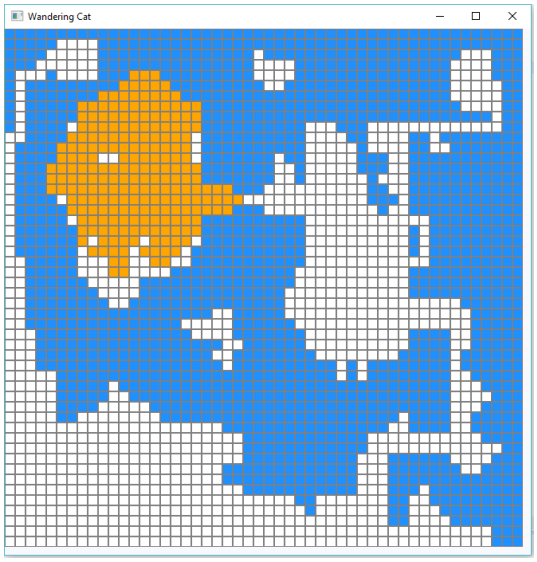
Figure 1. Cat in a 2D world. Orange rectangle is the initial position of the cat. Blue regions: sea. White regions: land.



10 steps



100 steps



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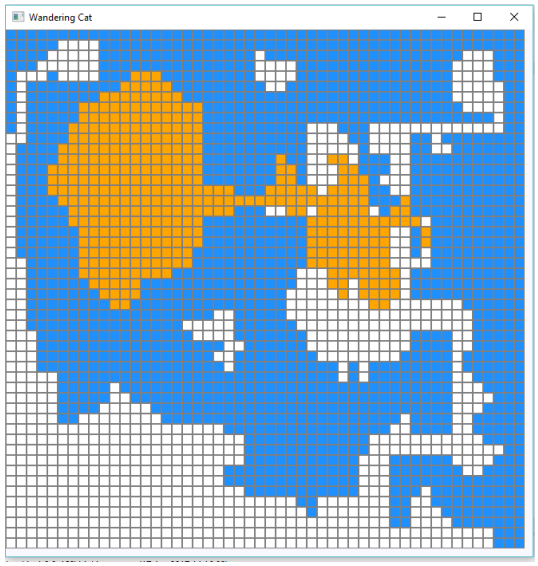
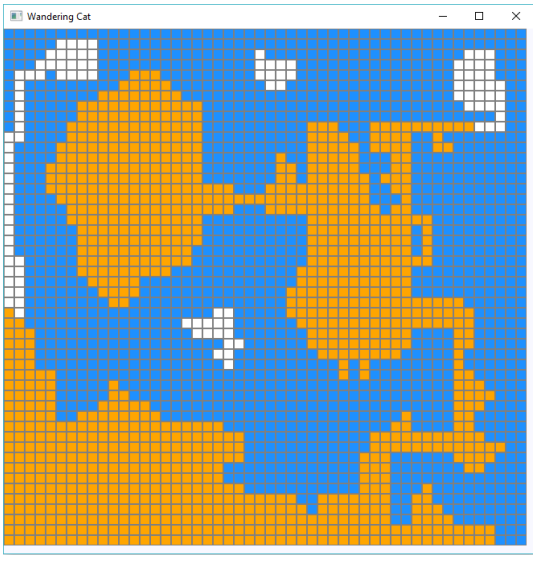
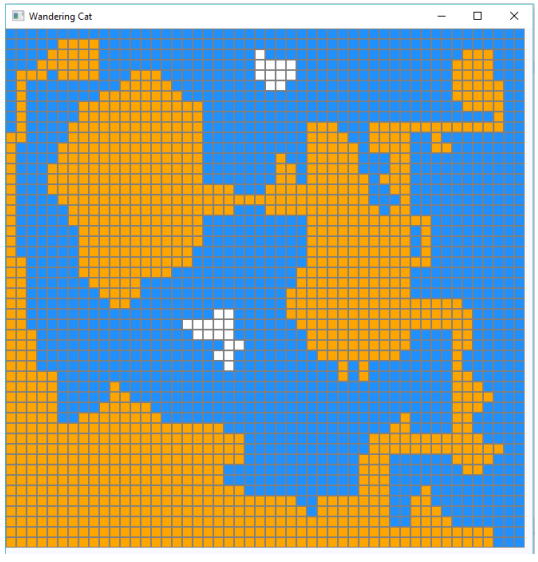


10000 steps



100000 steps



250000 steps

My worldNew.txt

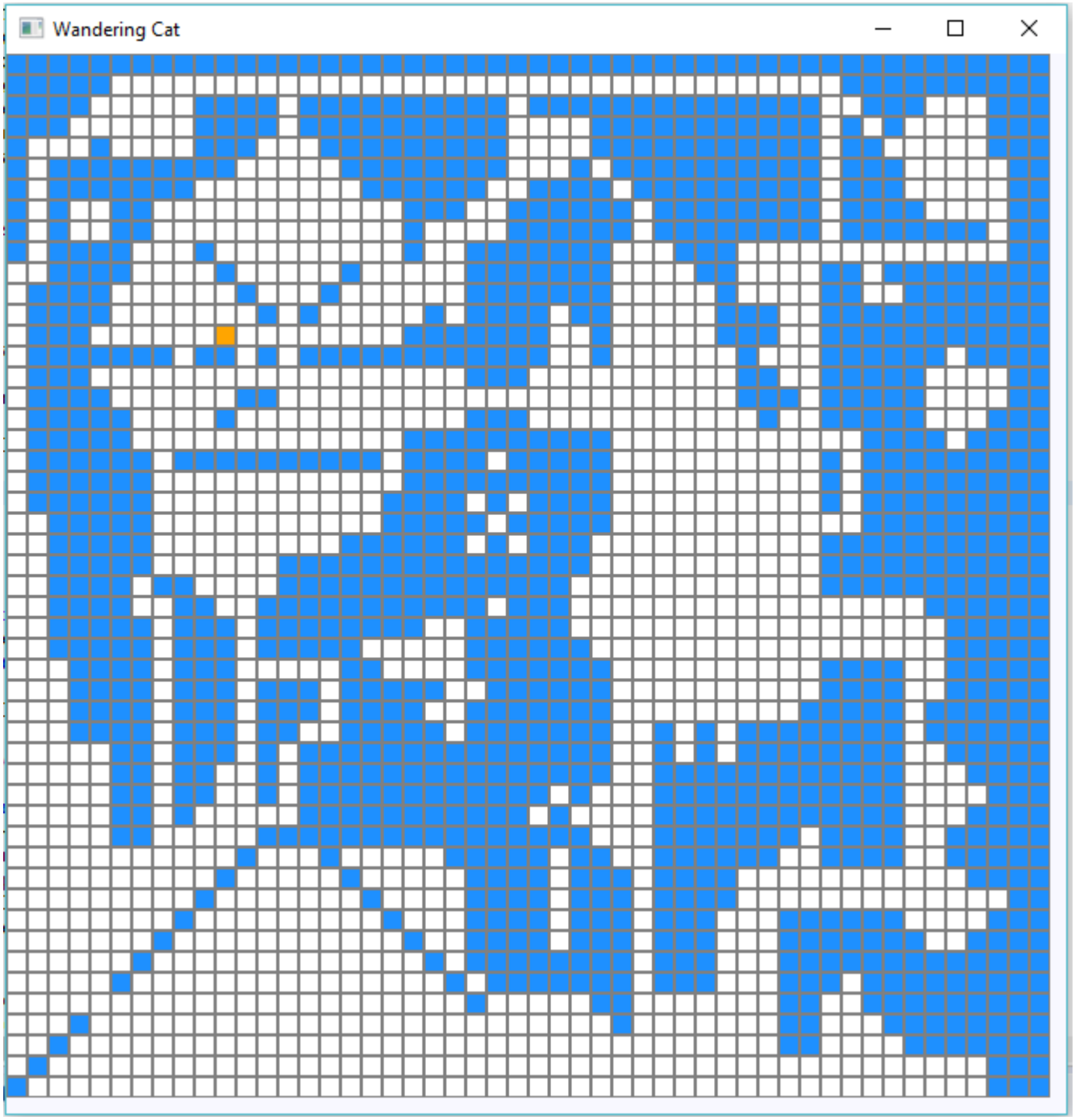
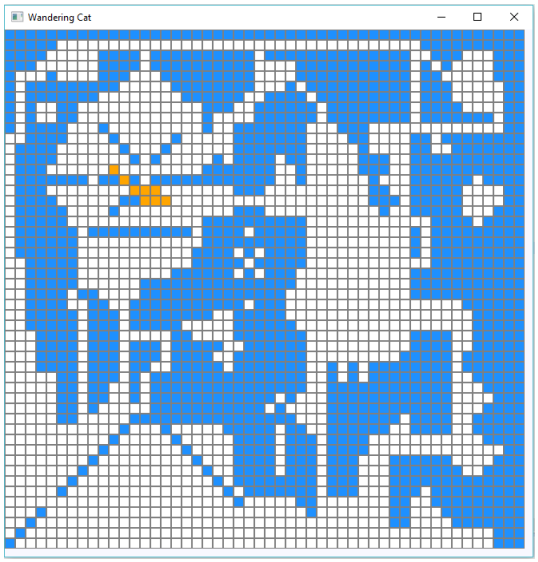
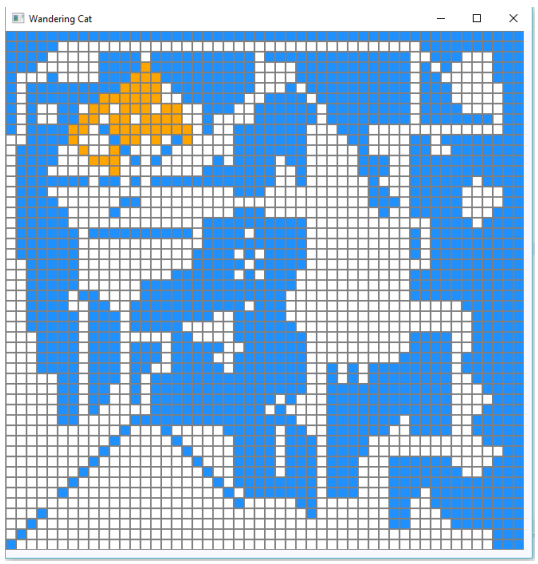


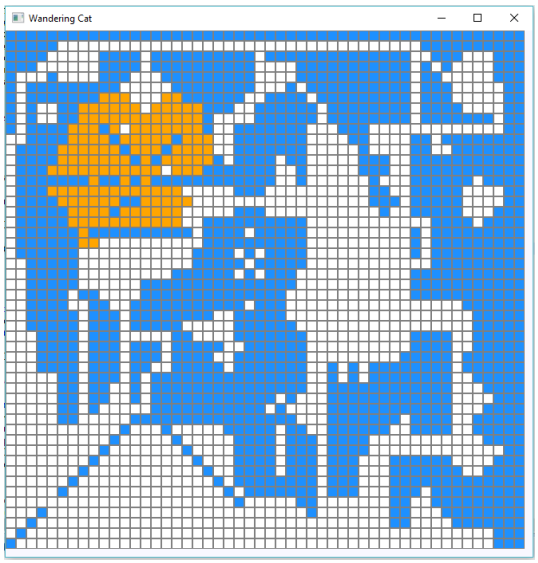
Figure 2. Cat in a 2D world. Orange rectangle is the initial position of the cat. Blue regions: sea. White regions: land.



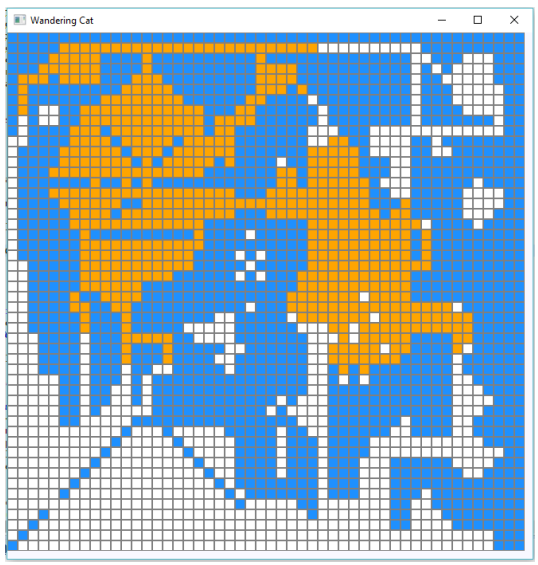
10 steps



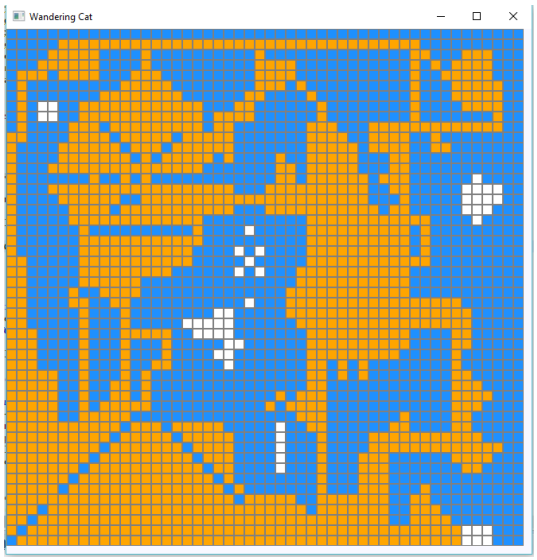
100 steps



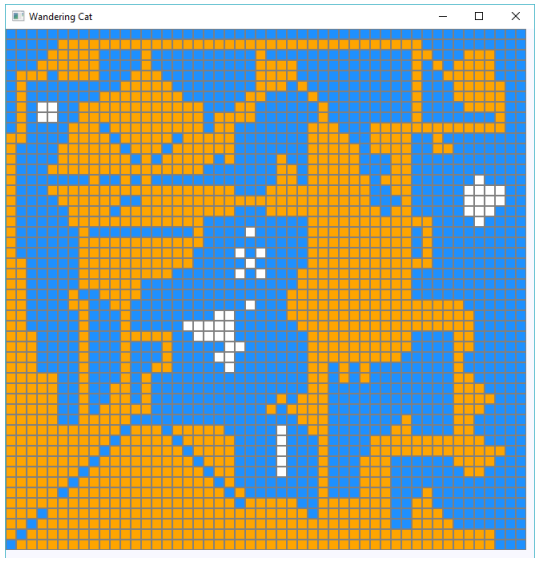
1000 steps



10000 steps



100000 steps



250000 steps