

## README

The controller and the visual aspects of this project that aren't defined already in the critter class are handled almost entirely in a class created by Jimmy called UIText. This class has methods that both use input from the scanner in main to determine what the user wants to do as well as methods that the critter class calls such as the method to display the world. The model aspect is handled entirely inside of the critter class using a few new methods. Everything is self contained to ensure the fields in critter stay private and for reasons of encapsulation. We used the given ArrayList "population" in order to hold our critters due to how versatile and malleable ArrayLists are.

New Class:

**UIText:**

Fields:

Scanner myInput – scanner to read in UI

Methods:

nextcmd() – scanner picks up next line of text input and then method calls cmdparse(cmd)

cmdparse(String cmd) – Parses and executes command, returning int codes to nextcmd() based on behavior of the method