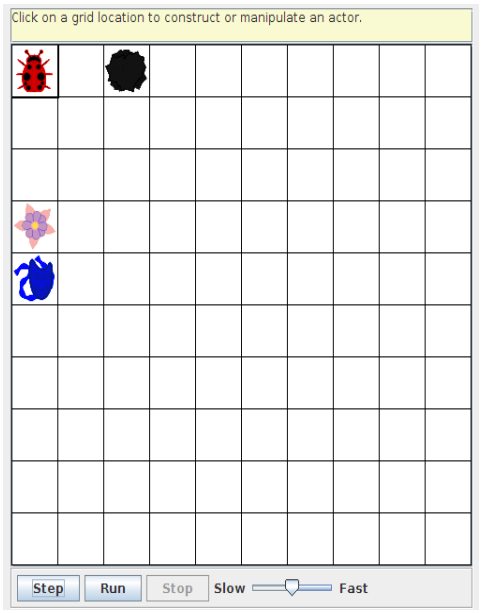
Test report

Initial world, the jumper's location is (4,0)

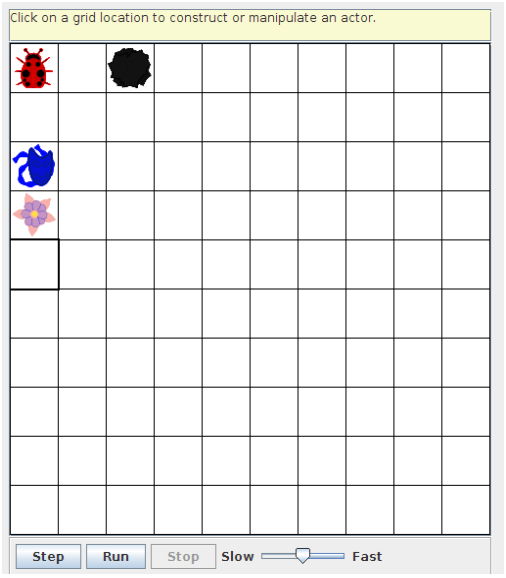
```
ActorWorld world = new ActorWorld();
Jumper jumper = new Jumper();
world.add(new Location(4, 0), jumper);
world.add(new Location(0, 0), new Bug());
world.add(new Location(3, 0), new Flower());
world.add(new Location(0, 2), new Rock());
world.show();
```



Test 1:
If there is another actor one cell in the front of the jumper, the jumper will jump over it.

```
jumper.act();
assertEquals(new Location(2, 0),  jumper.getLocation());
```

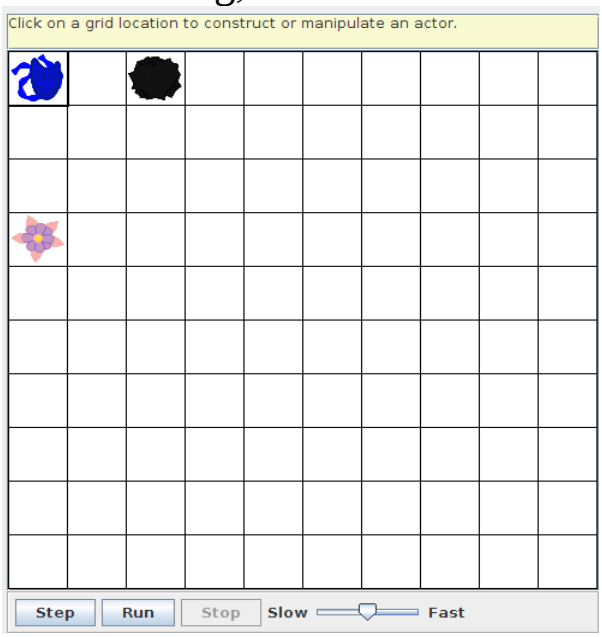
Jumper acts once, test if the jumper's new location is (2,0)



Test 2: If a bug is two cells in front of the jumper, the jumper will jump and eat the bug.

```
jumper.act();
assertEquals(new Location(0, 0),  jumper.getLocation());
```

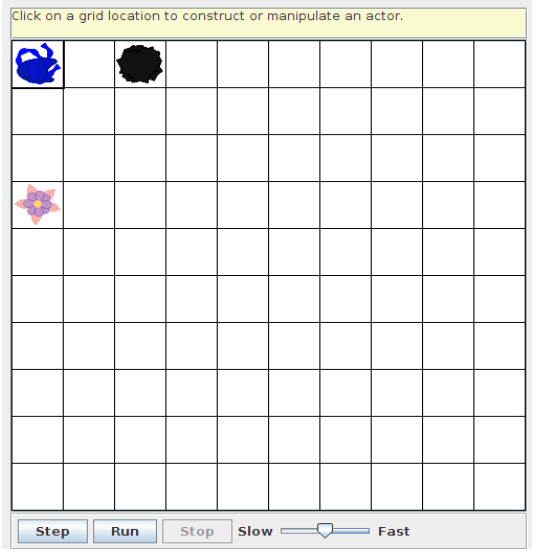
The jumper jumps and eats the bug, so its new location is the bug's location.



Test 3:
If the jumper is facing the edge of grid, it will turn right 90 degree.

```
jumper.act();
assertEquals(90,  jumper.getDirection());
```

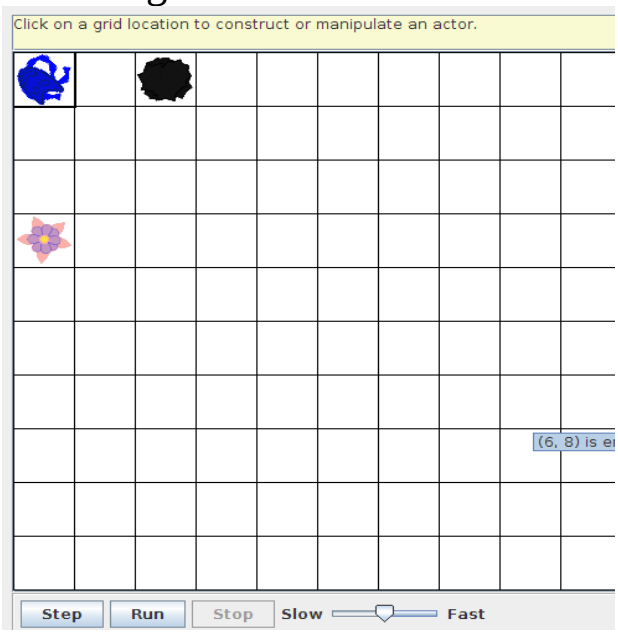
Because the jumper's previous direction is north, it's 0 degree. After turn right 90 degree, its direction is 90 degree.



Test 4: It there is another actor (not bug) two cells in front of the jumper, the jumper will turn right 45 degree.

```
jumper.act();
assertEquals(135,  jumper.getDirection());
```

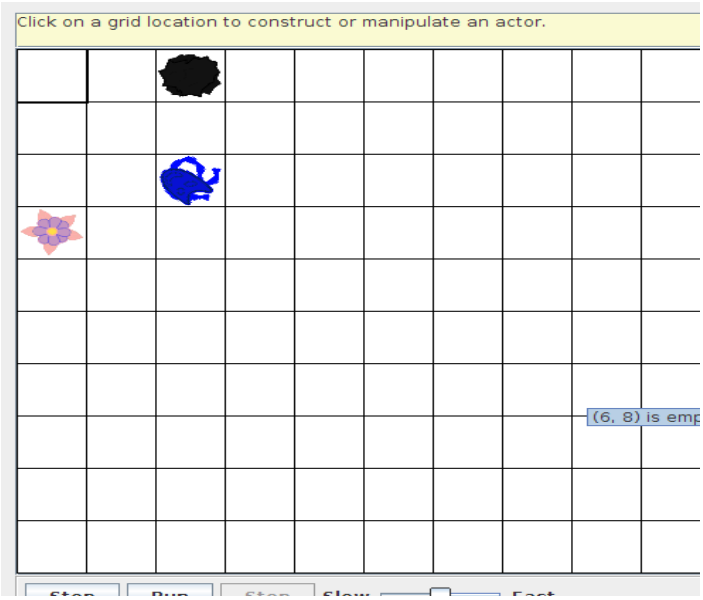
Because the jumper's previous direction is 90 degree. After turn right 45 degree, its direction is 135 degree.



Test 5: normal move

```
jumper.act();
assertEquals(new Location(2, 2),  jumper.getLocation());
```

The jumper can jump forward two cells each moves.



The final result of Junit test