

Compile Undo Cut Copy Paste Find... Close

Source Code

```
import greenfoot.*; // (World, Actor, GreenfootImage, and Greenfoot)

/**
 * This class defines a crab. Crabs live on the beach. They like sand worms
 * (very yummy, especially the green ones).
 *
 * Version: 2
 *
 * In this version, the crab walks around the beach more or less randomly.
 */

public class Crab extends Animal
{
    /**
     * Act - do whatever the crab wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        if ( atWorldEdge() )
        {
            turn(17);
        }

        if ( Greenfoot.getRandomNumber(100) < 90 )
        {
            turn( Greenfoot.getRandomNumber (5) );
        }

        move();
    }
}
```

