README

The code is based on abstract class Critter. Class Critter have several subclasses as specified critters. Each type of critter will do different behavior during run time. In main, we will control what will happen in the abstract world by inputting commends.

We used a list of type “Critter” to hold our critters. We didn’t create any new classes to help simulating the world. The only classes we created are our 4 new critters.