

EE 422C Project 4 (Critters Part 2) README Justin Nguyen (jhn545)
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Our program displays two windows: a Critter World and a User Interface. The User Interface has descriptive labels in the leftmost column, text fields, a drop down menu, a slider, and a selection menu in the middle column for the user to enter in data, and buttons on the rightmost column to execute each function, including a quit button. Each button calls `displayWorld` and updates what is shown on the Critter World window. Critter objects and each of its subclasses are given a different shape and color. The stats displayed by the `runStats` method are shown as a label on the User Interface.

The text fields for entering number of time steps/critters/seeds, drop down menu for type of critters to add, scrolling selection menu for type of critters to run stats, and slider for the animation speed usually work successfully. Our `runStats` method only displays one type of critters' stats at a time.