**Ultima FAQ**

1. **Do I need to use the starter code as provided**?

Yes. For this assignment, you only (initially) modify the methods that were discussed. If you want to make interesting changes to the other code, do this assignment first, then make changes.

1. **Why does** monsterMove **get passed a monster object?**

The monsterMove method in the World class gets called by the monster's thread. For the method to do things like damage the monster (for walking on lava or updating its location), it needs a reference to the object. While the monster's run method could do this, it could cause concurrency trouble (where two threads, running simultaneously, are attempting the access the state of a single object at the same time).

1. **But how do I pass** monsterMove **the monster object?**

The run method can use the this keyword which is a reference to the object running the method.

1. **If a monster calls** Thread.sleep(1000) **between moves, will the monster move exactly every second?**

No, in practice it might take a little longer than a second. Thread.sleep makes sure your thread isn't scheduled for execution for the specified period of time. Thereafter the thread must wait to be scheduled on the CPU which could take more time. For the purposes of our game, this is close enough.

1. **Why do I get a StackOverflowException?**

You have infinite recursion (see #5). Most likely you are missing a base case, or one of your base cases is not catching every condition that should terminate the recursion.