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README

The Main class is where the code runs from. It parses commands and calls the appropriate Critter method to get output. Parameters of the world are in Params, and the rest of the classes were implementations of Critter. Each of these Critters implement unique behavior while having their own unique actions in the methods. No other classes were added.

The Critters were stored in an ArrayList in the Critter class. Since the Critter class is abstract, it cannot be instantiated and therefore was a good place to maintain a list of Critters without letting any critter access the list of Critters, giving them an unfair advantage.

This ArrayList kept the Critters in no particular order and was scanned through to perform operations on each individual Critter. However, a separate ArrayList of newborn Critters was kept so that all newborns would be added to the world of Critters at the end of the given timeStep.