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Case Study 3

a.)The text says "can move" two steps forwards, but it also says it "jumps over rocks and flowers" so I'm guessing that the jumper will choose to move an additional one step forward in this case.

b.)The jumper will only move a single step forward, thus avoiding stepping out of the grid.

c.) The jumper will turn 90 degrees clockwise.

d.)The jumper will only move one step forwards.

e.)The jumper will only move one step forwards.

f.)The case where both jumpers move to the same spot on the same tick must be addressed.

2.)

a.)Jumper should extend the Actor class, or it could also extend the Bug class..

b.) Bug class is similar to Jumper class

c.)I do not see why there should not be a constructor. The parameters should be arbitrary things, like color or whatnot. I don't think there's anything else.

d.)The move class should be overridden so the jumper has a choice of moving one or two paces.

e.)canMove should be modified so that it accounts for things ahead of it, and the movement of other jumpers so that they do not collide.

f.)To test, we should put the jumper so that it jumps over a rock, and a flower, and pauses at a bug, or an edge, and turns. Furthermore it should be placed away from other jumpers and tested to see if they collide or not.