Critter LAB Packet IV C
Make Your Own Critter

Follow the requirements very closely to make your own subclass of Critter!

I. MUST NOT violate any postconditions

II. Must override at least 2 of the 5 methods called by act (none of which are allowed to do "nothing")

III. You must FULLY document the class and each method indicating <u>exactly</u> what your Critter does for each method, **including the postconditions from the Critter class**, and constructor if included.

IV. You may NOT get all actors in the grid in getActors.

V. You may NOT process all actors by simply removing them all or replacing them with your Critter.

VI. You may NOT override **any other methods** than the Critter methods called by act.

VII. Your Critter must have a **different** behavior than we have seen from other Critter subclasses we have examined or created. Changing one value is not considered different! Each of the two methods must do something different. You can repeat a behavior only if it is an extra method (beyond 2).

VIII. Give your Critter an appropriate name

IX. Make a custom *.gif for your Critter that is appropriate to its name

X. Make a runner for your Critter that demonstrates its behavior.

XI. Put your heading on each file

XII. **PRINT** your Critter code with your heading and docs

(not the tester)

BE SURE that when you print your Critter, the code window is the active window. Otherwise, you might just print the compiler messages.

XIII. Place your Critter, *.gif and runner in Submit in a folder called **myCritter**

*** Do NOT use the Grid **put** or **remove** methods under any circumstances