NAME : G VISHNU VARDHAN

192365027

WombatWorld

Project Information

World classes
World
WombatWorld

Actor classes
Actor
Leaf
Wombat

Act   Run   Speed: Compile All

inherited from Object
inherited from ObjectTransporter
inherited from Actor

void act()
boolean canMove()
void eatLeaf()
boolean foundLeaf()
int getLeavesEaten()
void move()
void setDirection(int)
void turnLeft()

Inspect
Remove
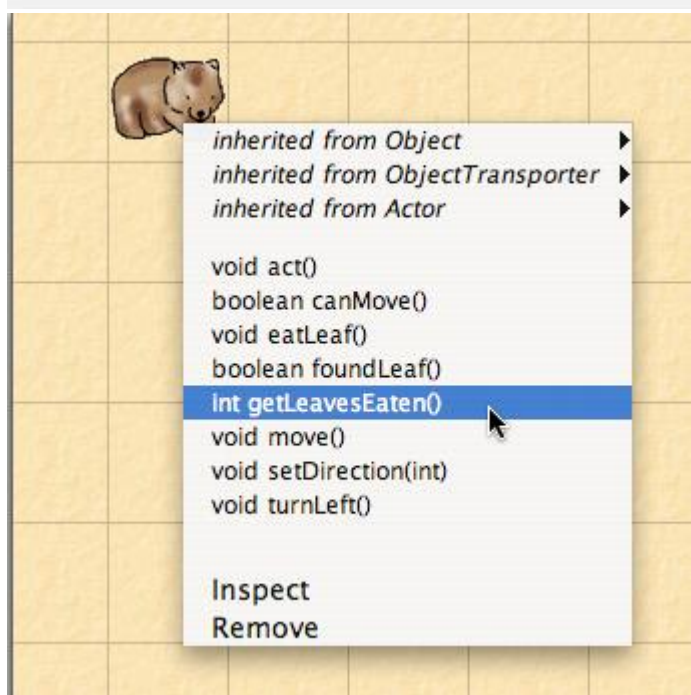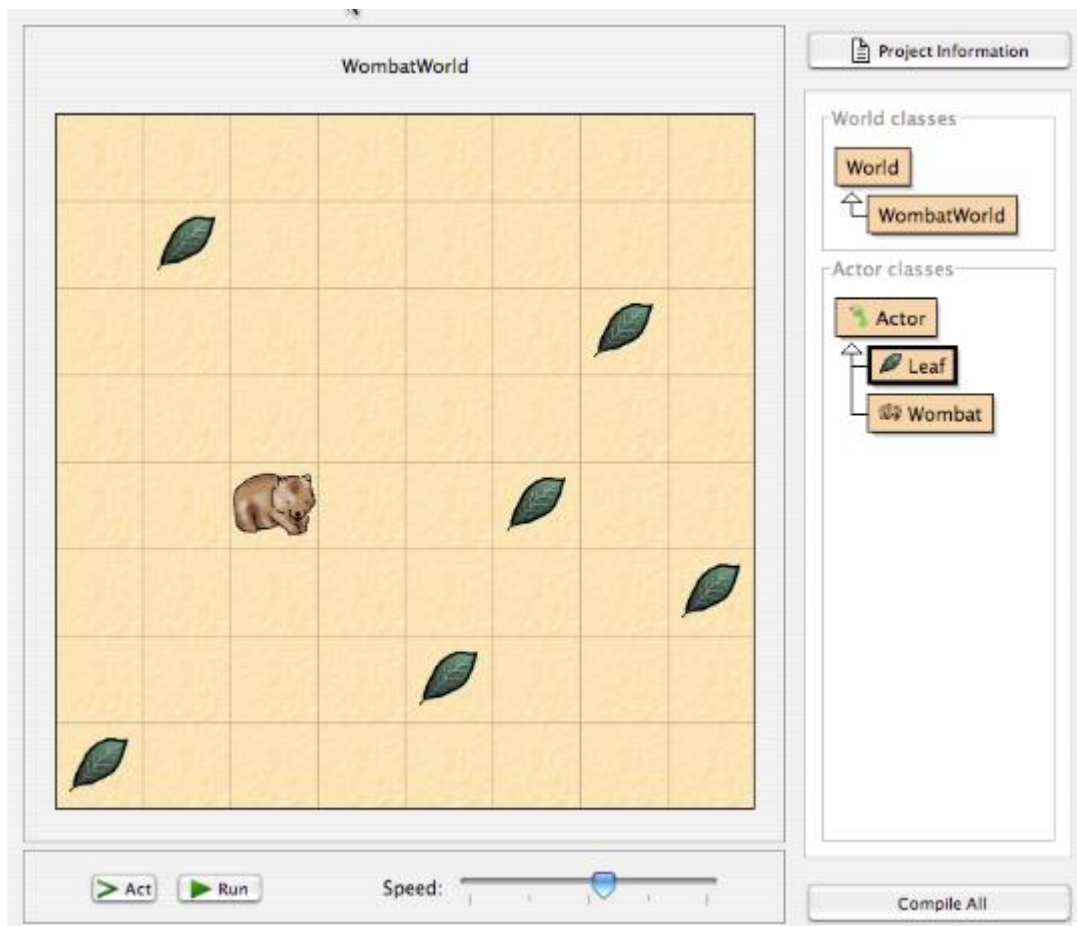
```
/**
 * Turn in a random direction.
 */
public void turnRandom()
{
    // get a random number between 0 and 3...
    int turns = Greenfoot.getRandomNumber(4);

    // ...an turn left that many times.
    for(int i=0; i<turns; i++) {
        turnLeft();
    }
}
```

Then we modify 'act()' to make use of turnRandom. The act() method currently reads:

```
public void act()
{
    if(foundLeaf()) {
        eatLeaf();
    }
    else if(canMove()) {
        move();
    }
    else {
        turnLeft();
    }
}
```

```java
/**
 * Sets the direction we're facing.
 */
public void setDirection(int direction)
{
    this.direction = direction;
    switch(direction) {
        case SOUTH :
            setImage("wombat.gif");
            setRotation(90);
            break;
        case EAST :
            setImage("wombat.gif");
            setRotation(0);
            break;
        case NORTH :
            setImage("wombat-left.gif");
            setRotation(90);
            break;
        case WEST :
            setImage("wombat-left.gif");
            setRotation(0);
            break;
        default :
            break;
    }
}
```