

README

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This README answers the following 2 questions:

1. Did you create any new classes, and if so, what fields and methods are in it?
 - a. Critter1
 - i. Private static int totalMoneyWon : keeps track of the money all Critter1's have earned
 - ii. Private static ArrayList<Integer> tickets : keeps track of all the lottery tickets Critter1's have earned, has the information on them
 - iii. Public void doTimeStep()
 - iv. Public Boolean fight(String opponent)
 - v. Public String toString()
 - vi. Public static void runStats(java.util.List<Critter> critters)
 - b. Critter2
 - i. Private int dir : direction of the Critter2, chosen at random
 - ii. Private static int bruises : keeps track of all the random bruises Critter2's accumulate
 - iii. Public void doTimeStep()
 - iv. Public Boolean fight(String opponent)
 - v. Public String toString()
 - vi. Public static void runStats(java.util.List<Critter> critters3)
 - c. Critter3
 - i. Private static int numTimesStressed : keeps track of the number of times a Critter3 has had to fight during an encounter
 - ii. Private static int numTimesEyeContact : keeps track of the number of times a Critter3 has walked away during an encounter
 - iii. Private static int numTimesSmashed : keeps track of the number of times a Critter3 has walked away during an encounter
 - iv. Public void doTimeStep()
 - v. Public Boolean fight(String opponent)
 - vi. Public String toString()
 - vii. Public static void runStats(java.util.List<Critter> critters3)
 - d. Critter4
 - i. Private static int coins : keeps track of the number of coins Critter4s have collected
 - ii. Private int dir : the direction a Critter4 is walking
 - iii. Public void doTimeStep()
 - iv. Public Boolean fight(String opponent)
 - v. Public String toString()
 - vi. Public static void runStats(java.util.List<Critter> critter4s)
2. What is the data structure that you used to hold your Critters?
 - a. ArrayList of Critters (populations, which came in the starter files)

This README also provides additional information.

- Critter.java – two private variables added

- Moved : to know if a Critter has already moved during a time step
- Fighting : to know if a Critter is attempting to move (run away) in the midst of a battle