

## CSC 204 Lab 7: Greeps

Alien creatures have landed on Earth - they are the Greeps. Greeps like tomatoes. By some incredible stroke of luck, they have landed in an area where piles of tomatoes are found randomly spread out over the otherwise barren land. Help your Greeps collect as many tomatoes as possible. -

<http://www.greenfoot.org/competition/greeps/>

### Lab Preparation

To prepare for this lab, read through this lab carefully.

### Materials Needed

Be sure you have the following on hand during the lab.


- This sheet and the [Greeps Handout](#)
- The Greep Greenfoot Scenario from Blackhawk (zip file)
- Your course text and/or Java reference.

### Lab Setup

You will not use Eclipse for this lab!

Instead, you will be using the built-in editor in Greenfoot. Our lab machines already have Greenfoot installed. If you want a copy of Greenfoot at home, you can download it for free from [greenfoot.org](http://greenfoot.org).

You should copy the `greeps.zip` file from the Labs/Lab7 folder on Blackhawk into a folder named “Lab7” in your workspace on Orion. Unzip it, and open the greeps folders until you find

 `project.greenfoot` . Double click it.

### Part 1: Meet the Greeps

Open the Greeps scenario in Greenfoot. Be sure to use your copy, not the copy on Blackhawk.

Read the scenario information and run the program as it exists. You'll notice your Greeps are fairly stupid now. What are they doing wrong? How can you make them better?

### Part 2: Improve the Greeps

Make a better greep! “Better” means they gather more tomatoes and take them back to the space ship. In particular, think about how to use all of the tools given to you:

- How will you use the paint?
- How will you use the flags?
- How will you use the integer?

Comment your Greep with your name(s) **and** how you are using the tools above.

### Deliverables

When finished, upload your Lab7 folder to your shared Google folder.