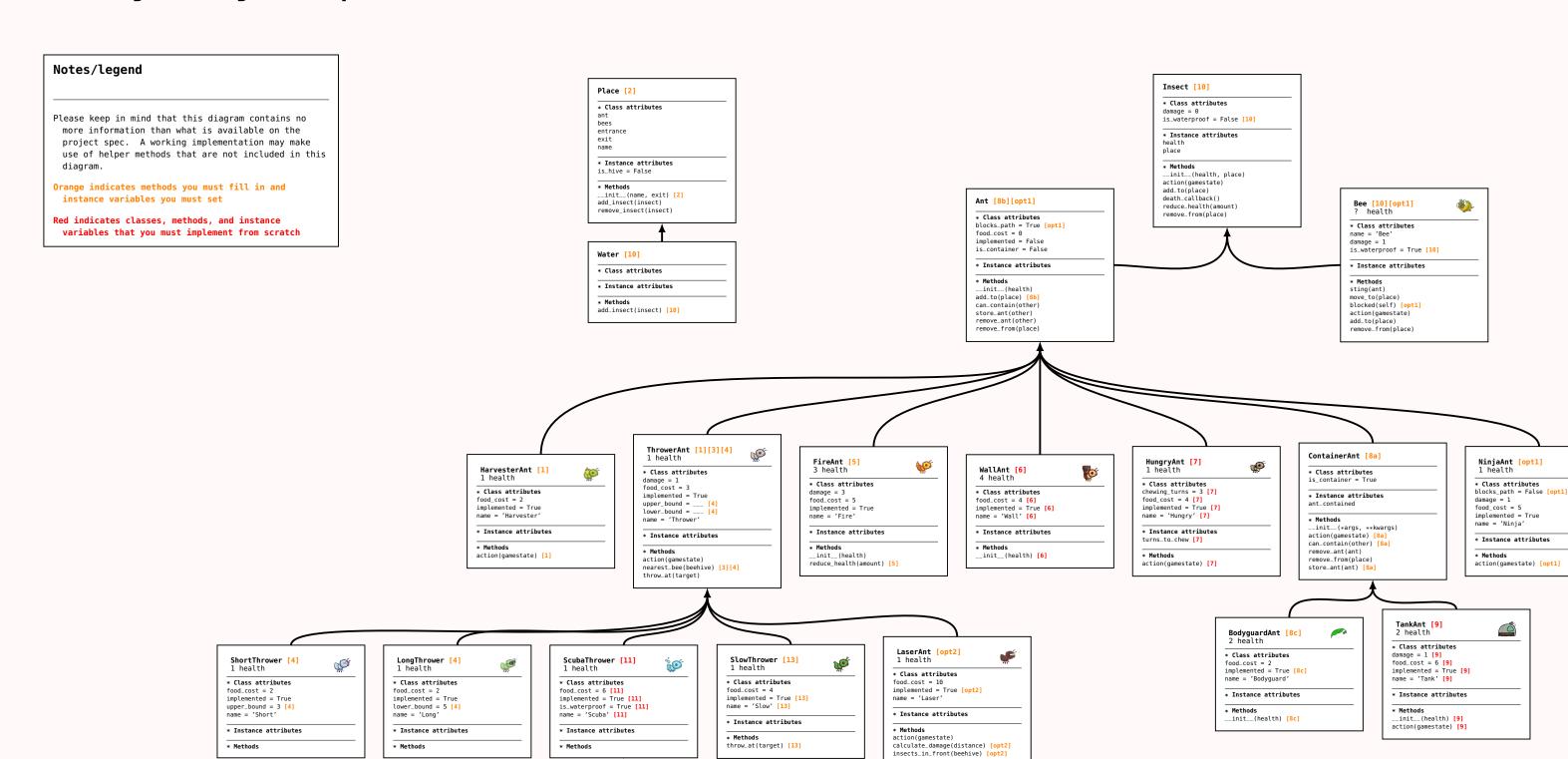
## CS 61A Ants Project Object Map



QueenAnt [12]
1 health

\* Class attributes
food\_cost = 7
implemented = True
name = 'Queen'

\* Instance attributes

\* Methods
\_\_init\_\_(health) [12]
action(gamestate) [12]
reduce\_health(amount) [12]