

1.Does the bug always move to a new location? Explain.

答: 当虫子被8块石头包围包围,这儿虫子,就只能原地打转, 所以是否
(if the bug is surrounded by eighth stones, it rotates 45 degree clockwise per step forever)

2.In which direction does the bug move?

答:虫子是按顺时针旋转方向走的
(the bug move in clockwise direction)

3. What does the bug do if it does not move?

答: 虫子自己顺时针不停的旋转 大概是每帧45度
(the rock rotates 45 degree clockwise per step forever)

4. What does a bug leave behind when it moves?

答: 虫子走过留下一朵花, 这花由红变黑
(the bug leaves a flower that varies from red to black)

5.What happens when the bug is at an edge of the grid? (Consider whether the bug is facing the edge as well as whether the bug is facing some other direction when answering this question.)

答: 没碰到网格的边缘, 继续沿直线走, 碰到边缘, 顺时针每一个 step 转45度
但是当本身这个虫子不是很正的话的, 前进的方向不一定正对着, 路径的方法
(if it don't run into obstacle, it will go straight. otherwise, it will turn 45 degree clockwise)

6.What happens when a bug has a rock in the location immediately in front of it?

答: 每一个 step, 顺时针旋转45度, 知道不遇到障碍物
(the rock rotates 45 degree clockwise per step until it can go)

7. Does a flower move?

答: 不走, 用单独一个花可以测试出来
(it can't move)

8. What behavior does a flower have?

答: 颜色衰减 最终变为黑色 RGB 每次都在减少
(decrease the color one by one, eventually dark)

9. Does a rock move or have any other behavior?

答: 不动 (no)

10. Can more than one actor (bug, flower, rock) be in the same location in the grid at the same time?

答：不可以 (No it can't)

1. Test the setDirection method with the following inputs and complete the table, giving the compass direction each input represents.

Degrees	Compass Direction
0	North
45	Northeast
90	East
135	Southeast
180	South
225	Southwest
270	West
315	Northeast
360	North

2. Move a bug to a different location using the moveTo method. In which directions can you move it? How far can you move it? What happens if you try to move the bug outside the grid?

答：其实就是一个10*10网格，第一个参数是行，第二个参数是列
用数组计数的方法，超出范围报异常

(the grid is a double array, the function of moveTo set the column and the row.
When you exceed the field, it produces exception)

3. Change the color of a bug, a flower, and a rock. Which method did you use?

答: the method is `setColor(java.awt.Color e);`

4. Move a rock on top of a bug and then move the rock again. What happened to the bug?

The bug disappears forever