**Overview:**

- **Cast of Characters**
- **The Driver**

**Initial Program:**

- Simulation: step
- Fish: act and move
- nextLocation
- emptyNeighbors

**Breeding and Dying:**

- Fish: modified act method
- move
- breed
- die

**Specialized Fish:**

- DarterFish
- DarterFish: move
- SlowFish: nextLocation

**Environment Implementations:**

- Environment Class Hierarchy

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**General Outline:**

**DarterFish move method**

A. calls `nextLocation` to decide where to move, which
   i. asks `environment` for neighboring location in front
   ii. asks `environment` for neighboring location in front of that
   iii. asks `environment` if those locations are empty to decide whether darter can move two spaces forward, can only move one space forward, or cannot move

B. If fish can move, calls `changeLocation` to move to next location

C. otherwise, asks its Direction instance variable for the reverse direction

D. calls `changeDirection` to face that direction

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