Marine Biology Simulation Case Study

Fish: act method

Fish object

- randomColor
- move
- nextLocation
- emptyNeighbors
- changeLocation
- changeDirection

- id
- environment
- color
- location
- direction
- isInEnv
- toString
- act
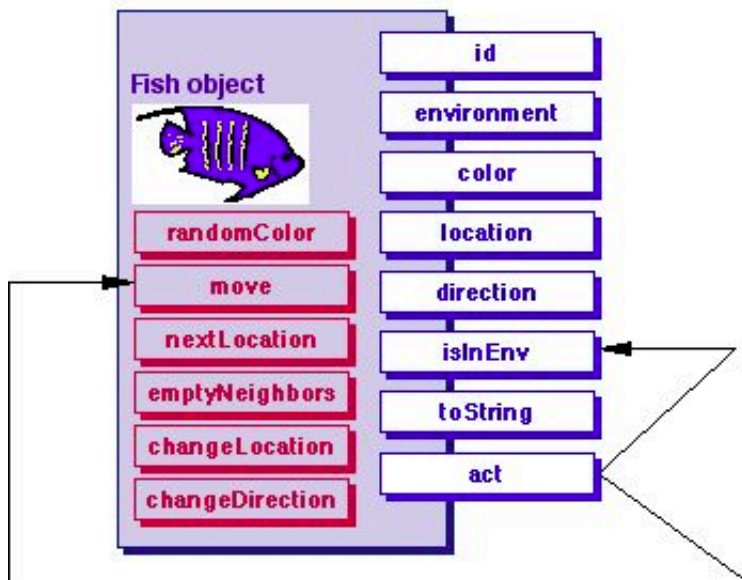
General Outline:

Fish act method
A. calls **isInEnv** to verify that fish is still in environment
B. calls **move**

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Go to diagrams for:
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