Marine Biology Simulation Case Study

**Fish: act method**

![Diagram of Fish object with methods and properties]

**General Outline:**

**Fish act method**

A. calls `isinEnv` to verify that fish is still in environment

B. calls `move`

**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