**Fish: breed method**

**General Outline:**

- **Fish breed method**
  - A. calls `RandNumGenerator.getInstance`, which returns a `Random` object
  - B. asks the `Random` object for a random double
  - C. uses the random double as a probability to determine whether to breed
  - D. calls `emptyNeighbors` to find possible places to breed
    - The `emptyNeighbors` method returns a list of empty neighboring locations.
  - E. breeds into all empty neighboring locations; calling `generateChild`

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