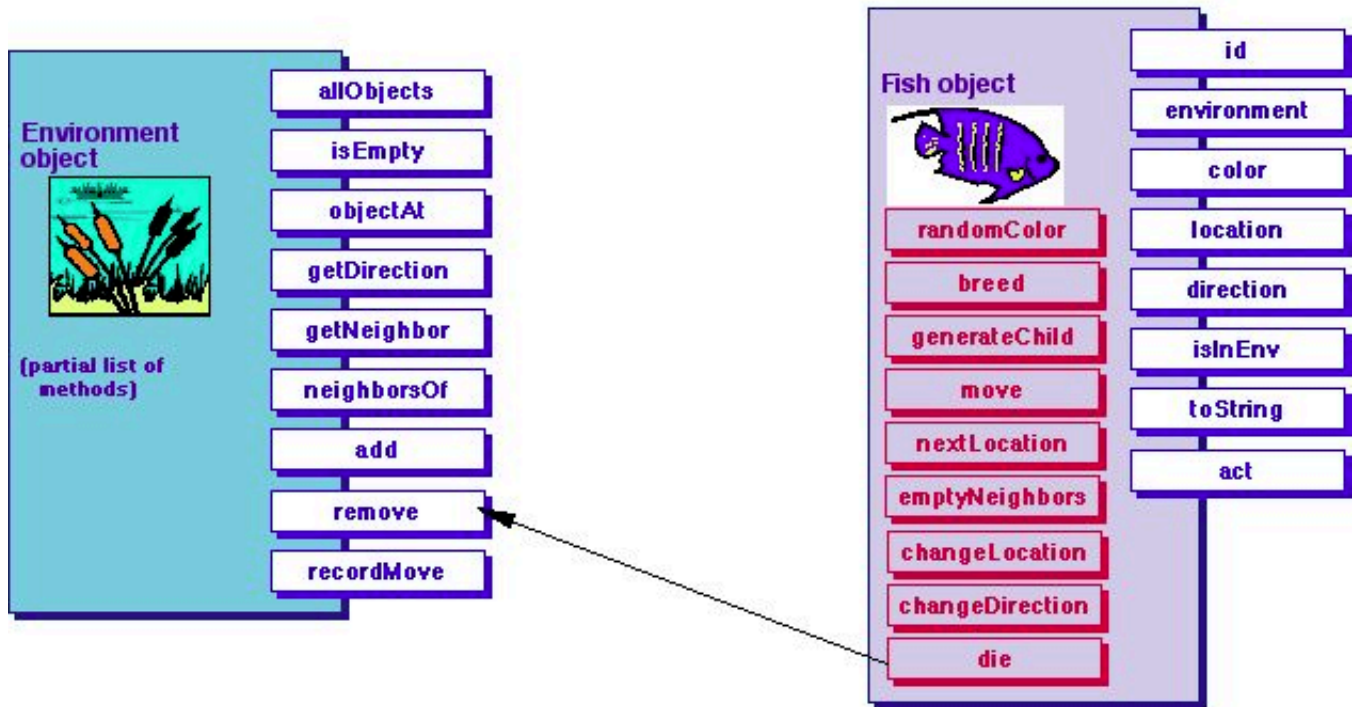


Marine Biology Simulation Case Study

Fish: die method



General Outline:

Fish die method

- A. calls Environment's remove method to remove the fish from the environment

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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](#)