General Outline:

**Fish emptyNeighbors method**
A. asks the environment for all of the fish's neighboring locations
   Environment's neighborsOf method returns a list of all valid neighboring locations.
B. constructs a new list for neighboring empty locations
C. asks the environment if each location in the list is empty
D. adds the empty locations to the new list

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