Marine Biology Simulation Case Study

Fish: move method

General Outline:

Fish move method
A. calls nextLocation to decide where to move, which
   i. calls emptyNeighbors to find empty neighboring
      locations
   ii. randomly chooses one of those neighboring
       locations to move to
B. calls changeLocation to move there
C. decides which direction to face
D. calls changeDirection to face that direction

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