**Fish: nextLocation method**

General Outline:

A. calls `emptyNeighbors` to find possible places to move
   The `emptyNeighbors` method returns a list of empty neighboring locations:
B. asks its own `Direction` instance variable for the direction opposite to where it is facing
C. asks the `environment` for the location behind it
D. removes that location from the list of possible places to move
E. calls `RandomGenerator.getInstance`, which returns a `Random` object
F. asks the `Random` object for a random integer
G. uses the random integer to choose which neighboring location to return as the next location

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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