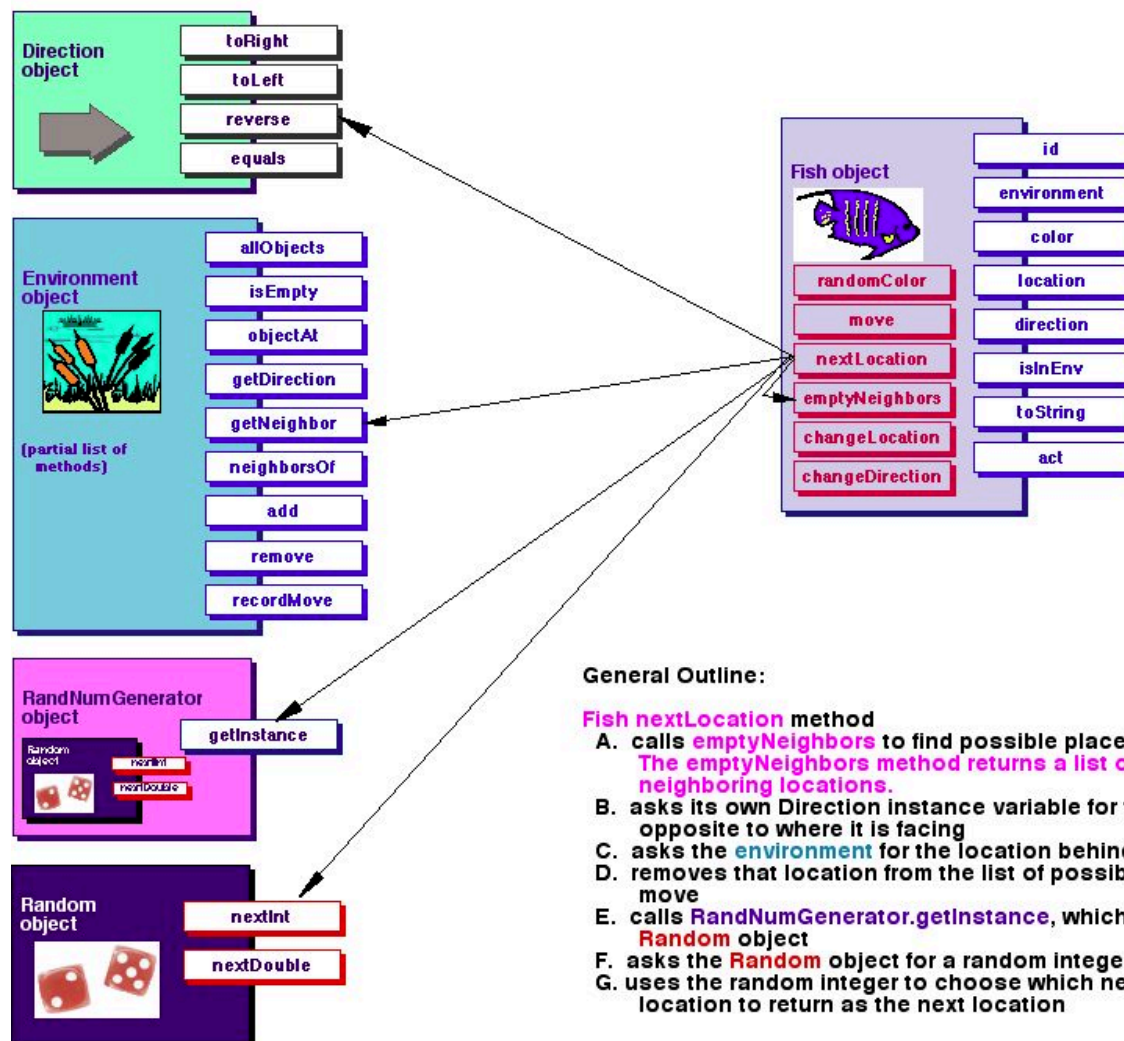


# Marine Biology Simulation Case Study

## *Fish: nextLocation method*



### General Outline:

#### Fish `nextLocation` method

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

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