Marine Biology Simulation Case Study

The Simulation step method

General Outline:

A. asks the Environment object for a list of all its objects.
   The environment returns an array of references to fish.
B. asks each Fish to act for this timestep
C. asks the EnvDisplay object to display the new state of the environment at the end of the timestep

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