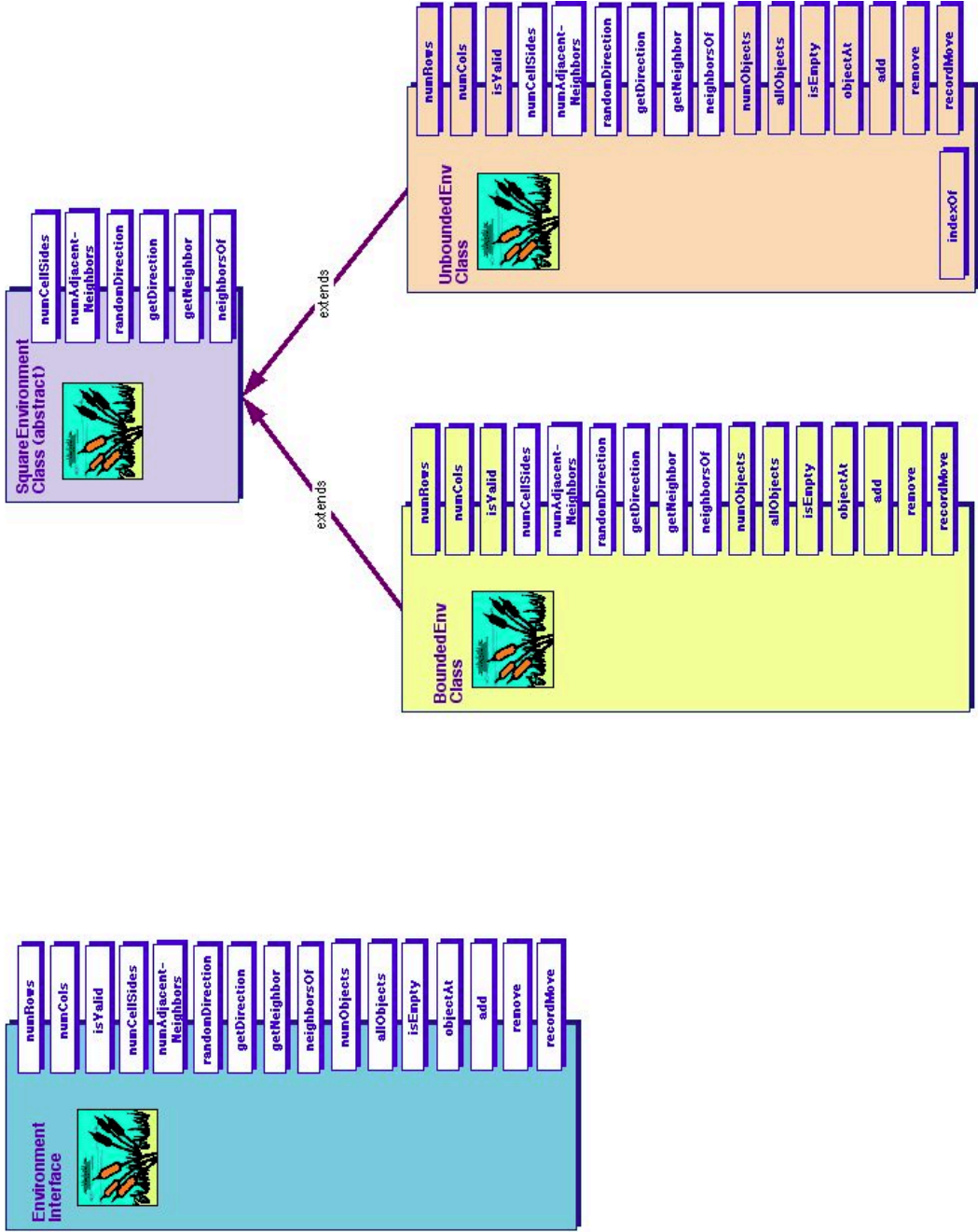


# Marine Biology Simulation Case Study

## Environment Interface

## Classes that Implement Environment



Go to diagrams for:

- Initial Program:** [Cast of Characters](#) | [The Driver](#)
- Breeding and Dying:** [Simulation: step](#) | [Fish: act and move](#) | [nextLocation](#) | [emptyNeighbors](#)
- Specialized Fish:** [DarterFish](#) | [DarterFish: move](#) | [SlowFish: nextLocation](#)
- Environment Implementations:** [Environment Class Hierarchy](#)