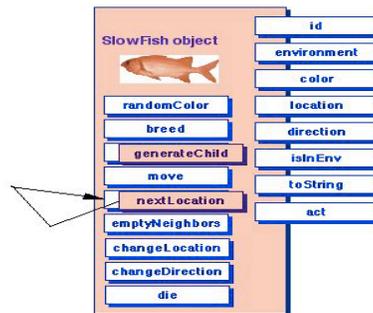
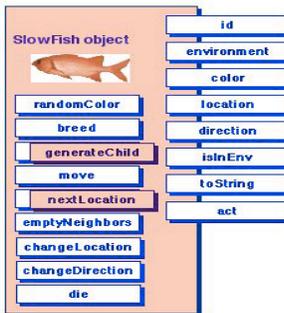
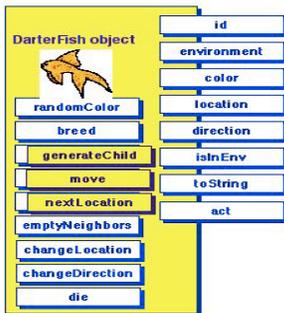
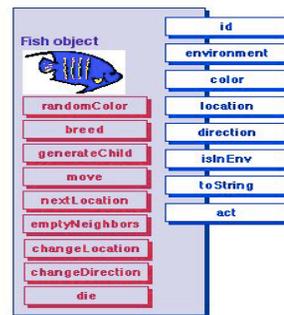
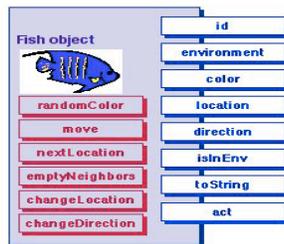
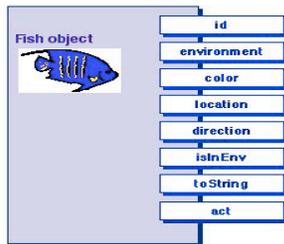
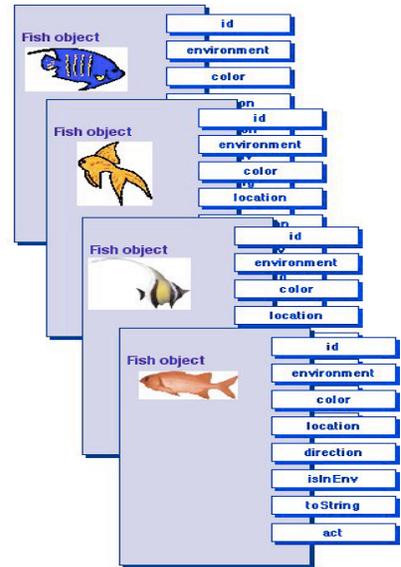
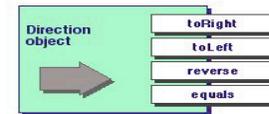
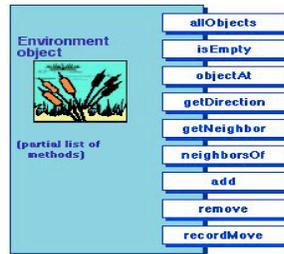
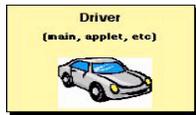


# Marine Biology Simulation Case Study

## *Cast of Characters*



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**Specialized Fish:** [Fish class hierarchy](#) | [DarterFish](#) | [DarterFish: move](#) | [SlowFish](#) | [SlowFish: nextLocation](#)

**Environment Implementations:** [Environment class hierarchy](#) | [with inherited methods](#)