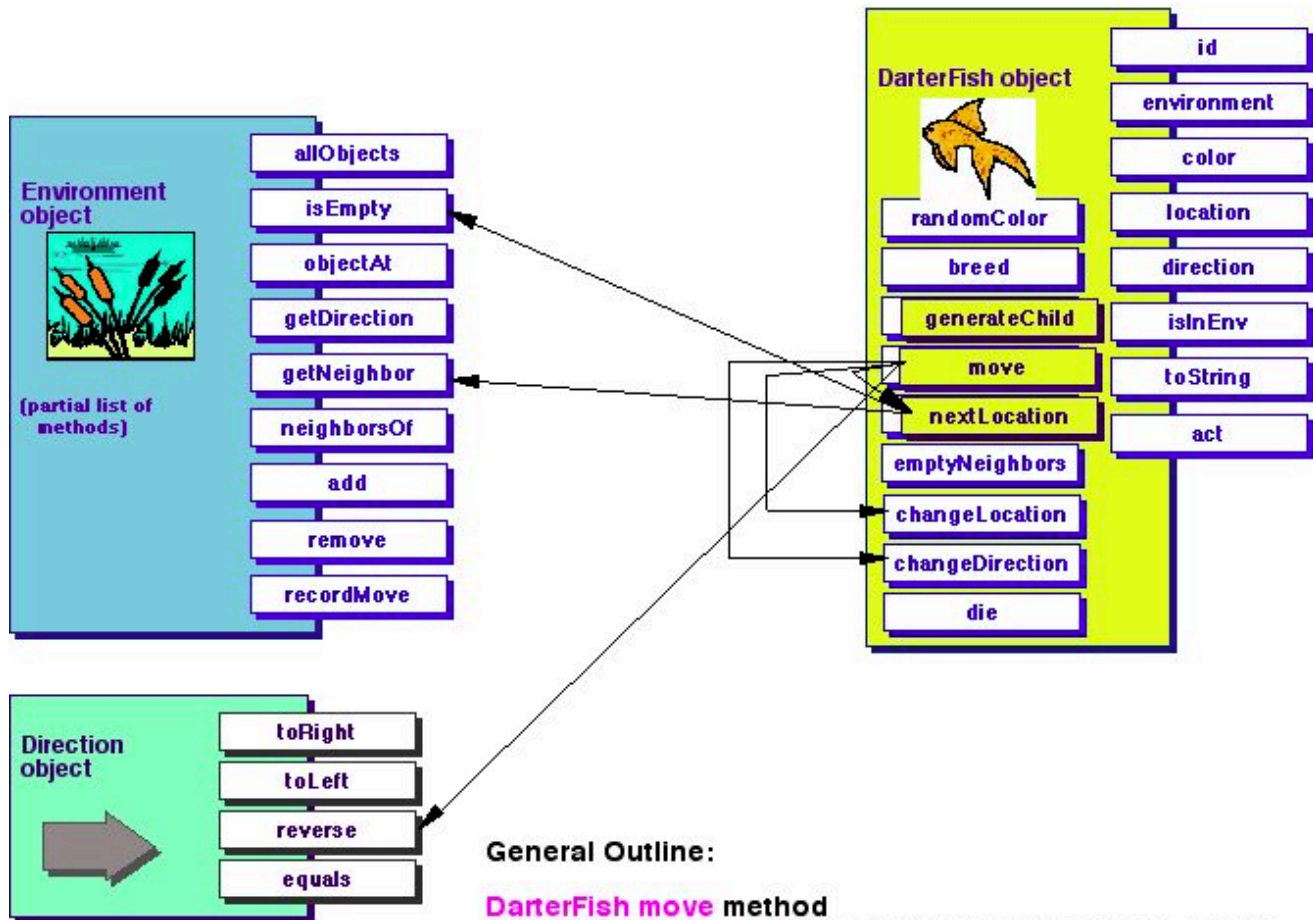


Marine Biology Simulation Case Study

DarterFish: move and nextLocation



General Outline:

DarterFish move method

- A. calls **nextLocation** to decide where to move, which
 - i. asks **environment** for neighboring location in front
 - ii. asks **environment** for neighboring location in front of that
 - iii. asks **environment** if those locations are empty to decide whether darter can move two spaces forward, can only move one space forward, or cannot move
- B. if fish can move, calls **changeLocation** to move to next location
- C. otherwise, asks its Direction instance variable for the reverse direction
- D. calls **changeDirection** to face that direction

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Go to diagrams for:

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](#)