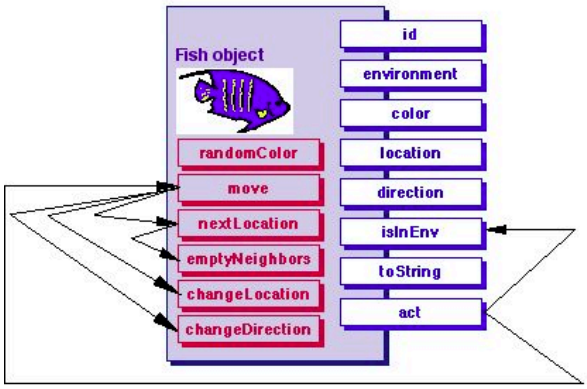
Marine Biology Simulation Case Study

Fish: act and move methods



General Outline:

Fish act method
A. calls isInEnv to verify that fish is still in environment
B. calls move, which
  i. calls nextLocation to decide where to move, which
    a. calls emptyNeighbors to find empty neighboring locations
    b. randomly chooses one of those neighboring locations to move to
  ii. calls changeLocation to move there
  iii. decides which direction to face
  iv. 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