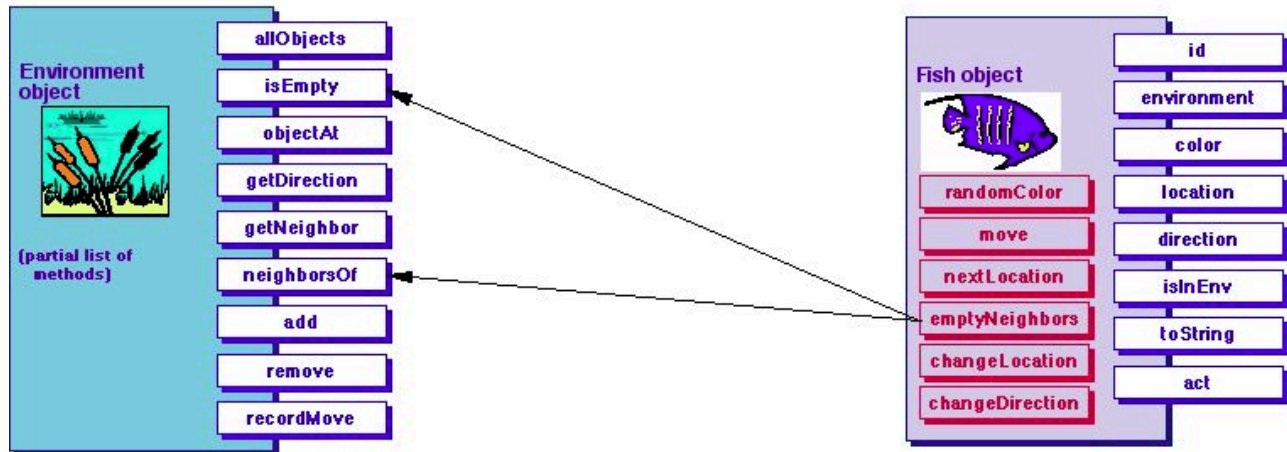


Marine Biology Simulation Case Study

Fish: emptyNeighbors method



General Outline:

Fish emptyNeighbors method

- A. asks the **environment** for all of the fish's neighboring locations
Environment's neighborsOf method returns a list of all valid neighboring locations.
- B. constructs a new list for neighboring *empty* locations
- C. asks the **environment** if each location in the list is empty
- D. adds the empty locations to the new list

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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](#)