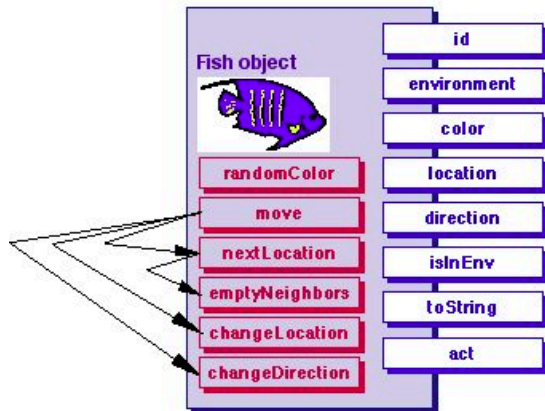


Marine Biology Simulation Case Study

Fish: move method



General Outline:

Fish move method

- A. calls **nextLocation** to decide where to move, which
 - i. calls **emptyNeighbors** to find empty neighboring locations
 - ii. randomly chooses one of those neighboring locations to move to
- B. calls **changeLocation** to move there
- C. decides which direction to face
- D. calls **changeDirection** to face that direction

This diagram created using Inspiration® by Inspiration Software, Inc.

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](#)