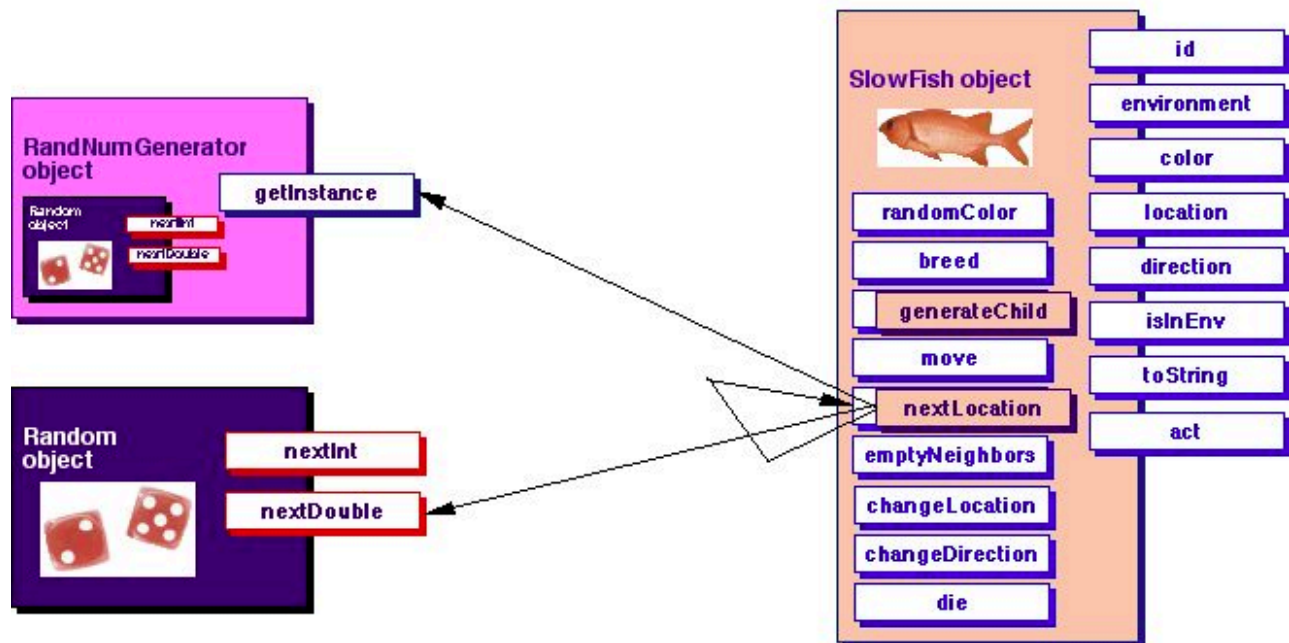


Marine Biology Simulation Case Study

SlowFish: nextLocation method



General Outline:

SlowFish nextLocation method

- calls `RandNumGenerator.getInstance`, which returns a `Random` object
- asks the `Random` object for a random double
- uses the random double as a probability to determine whether to move beyond the current cell
- calls `super.nextLocation` to actually move when appropriate

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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](#)