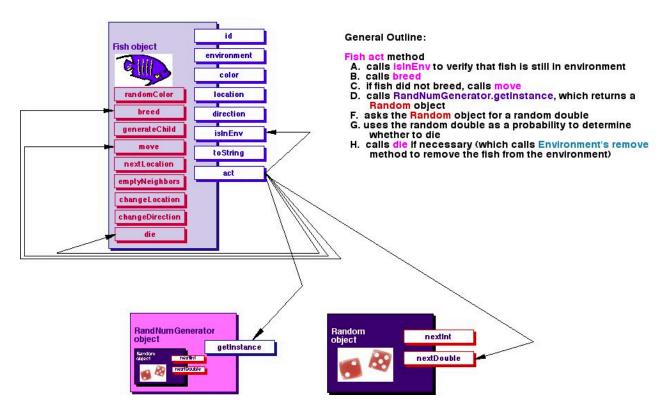
Marine Biology Simulation Case Study

Fish: act method (with breeding and dying)



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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