

```
1 // Mr Minich
2
3 public class Fish
4 {
5     private int myId;
6     private int myX;
7     private int myY;
8     private int myDirection; // 1 is North, 2 is East, 3 is South, 4 is West
9
10    private static int currentIdNum = 1;
11
12    // default constructor
13    public Fish()
14    {
15        myId = currentIdNum;
16        currentIdNum ++;
17        myX = 1;
18        myY = 1;
19        myDirection = 2;
20    }
21
22    // other constructor
23    // accessors
24    // modifiers
25
26    public int getId()
27    {
28        return myId;
29    }
30
31    public void move(int num)
32    {
33        // move in specified direction
34    }
35 }
```