

Trace the following code segments using the Bug and Location classes that we studied in the current unit & show what would display on the `System.out.println` statements below. For color, you may print the color constant rather than the RGB number values. For direction, print a number between 0 & 359. For location, give a coordinate pair such as (1, 0).

```
Bug flik = new Bug(Color.ORANGE, 0, 4, 5 );

flik.setColor(Color.BLUE);
flik.setDirection(270 + 45);
flik.setLocation(2, 3);
flik.turn();
flik.move();
flik.move();
flik.turn();
flik.turn();
flik.turn();
flik.move();
flik.move();
flik.move();
flik.turn();
flik.turn();
flik.turn();
flik.move();
flik.move();
flik.turn();
flik.move();
flik.move();
flik.turn();

System.out.println("\nFLIK AFTER");
System.out.println(flik.getColor());           // 1.
System.out.println(flik.getDirection());       // 2.
System.out.println(flik.getLocation());        // 3.

Bug atta = new Bug(Color.BLUE, 180, 0, 1);
atta.move();
atta.turn();
atta.setColor(Color.YELLOW);
atta.move();
atta.setLocation(2, 3);
atta.setColor(Color.PINK);
atta.move();
atta.setLocation(4, 2);
atta.setColor(Color.GREEN);
atta.move();
atta.move();
atta.turn();
atta.turn();
atta.turn();
atta.move();

System.out.println("\nATTA AFTER");
System.out.println(atta.getColor());           // 4.
System.out.println(atta.getDirection());       // 5.
System.out.println(atta.getLocation())        // 6.
```