

Answer the following questions using the GridWorld Bug class API.

- \_\_\_\_\_ 1. How many constructors are found in the Bug class?
  - \_\_\_\_\_ 2. What color is a Bug initialized to by its default constructor?
  - \_\_\_\_\_ 3. How many degrees and in what direction does a bug turn?
  - \_\_\_\_\_ 4. What type is returned by the move method?
  - \_\_\_\_\_ 5. Which method in the Bug class returns a boolean value?
  - \_\_\_\_\_ 6. List the first 3 methods listed in the API that are inherited from the Actor class.
7. What happens as a result of the move method?
8. In complete sentences, **fully** explain the difference between the constructors Bug ( ) and Bug(Color bugColor) ?