

Answer the following questions using the AP Computer Science A Quick Reference (possibly found at [http://apcentral.collegeboard.com/apc/public/repository/ap\\_comp\\_sci\\_a\\_quick\\_reference.pdf](http://apcentral.collegeboard.com/apc/public/repository/ap_comp_sci_a_quick_reference.pdf) but also linked from our Java class home page)

- 1) If you have an object's location, which `Location` method would you use to determine the direction that another location is in?
- 2) If you have an object's location, which `Location` method would you use to get the location next to you in a specific direction?
- 3) What is the actual numerical value of `HALF_LEFT`?
- 4) What does the `Location.equals()` method do?
- 5) What method would you use to determine how many rows a grid has?
- 6) What method returns an `ArrayList` with all the occupied locations in a grid?
- 7) Which `Grid` method returns an `ArrayList` of all the empty locations which are adjacent to a particular location?
- 8) Which `Grid` method gives you the object (actor, bug, etc.) that is sitting at the input location?
- 9) Look at the `Actor` class constructor. When a new actor is created, what is his color and direction?
- 10) What method do you use to set an `Actor`'s direction?
- 11) Which class does the `Flower` class extend?