Java   Name -
GridWorld Quick Reference Worksheet #2   Period -

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 but also
linked from our Java class home page)

1) When a new `Bug` is created (and no color is assigned), what color is he?

2) Does a `Bug` have his own `act` method or does he inherit it from `Actor`?

3) How does a `Bug` get hold of and name the `Grid` object that he's in? (Write the line of Java code that
   does this from the `Bug` class.)

4) How does a `Bug` get hold of and name the `Location` object that he's sitting in? (Write the line of
   Java code that does this from the `Bug` class.)

5) When the `Bug` moves, how does he leave a flower behind him? (Write the 2 lines of Java code that
   do this.)

6) How does a `Bug` check to see if the space in front of him has a flower in it? (Write the line of Java
   code that does this.)

7) Which spaces does a `Bug` check to see if he "can move"?