Java   Name -
GridWorld Quick Reference Worksheet #3   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) What class does `Critter` extend?

2) List the 5 methods that are called in the `act` method in `Critter`.

3) What does the `Critter` do to the actors around him?

4) Find & write out a line of Java code in `Critter` where a random number is computed.

5) What is the postcondition of `getActors` in `Critter`?

6) What 2 methods does `ChameleonCritter` override?

7) Who is `ChameleonCritter`'s "grandparent" class?

8) How does a `Critter` determine if there is a `Rock` or another `Critter` in a location he's going to
   "process"? (Write the line of Java code.)

9) What happens if there is something that is not a `Rock` or a `Critter` in that location?

10) Write the line of Java code that makes the `ChameleonCritter` change his color.