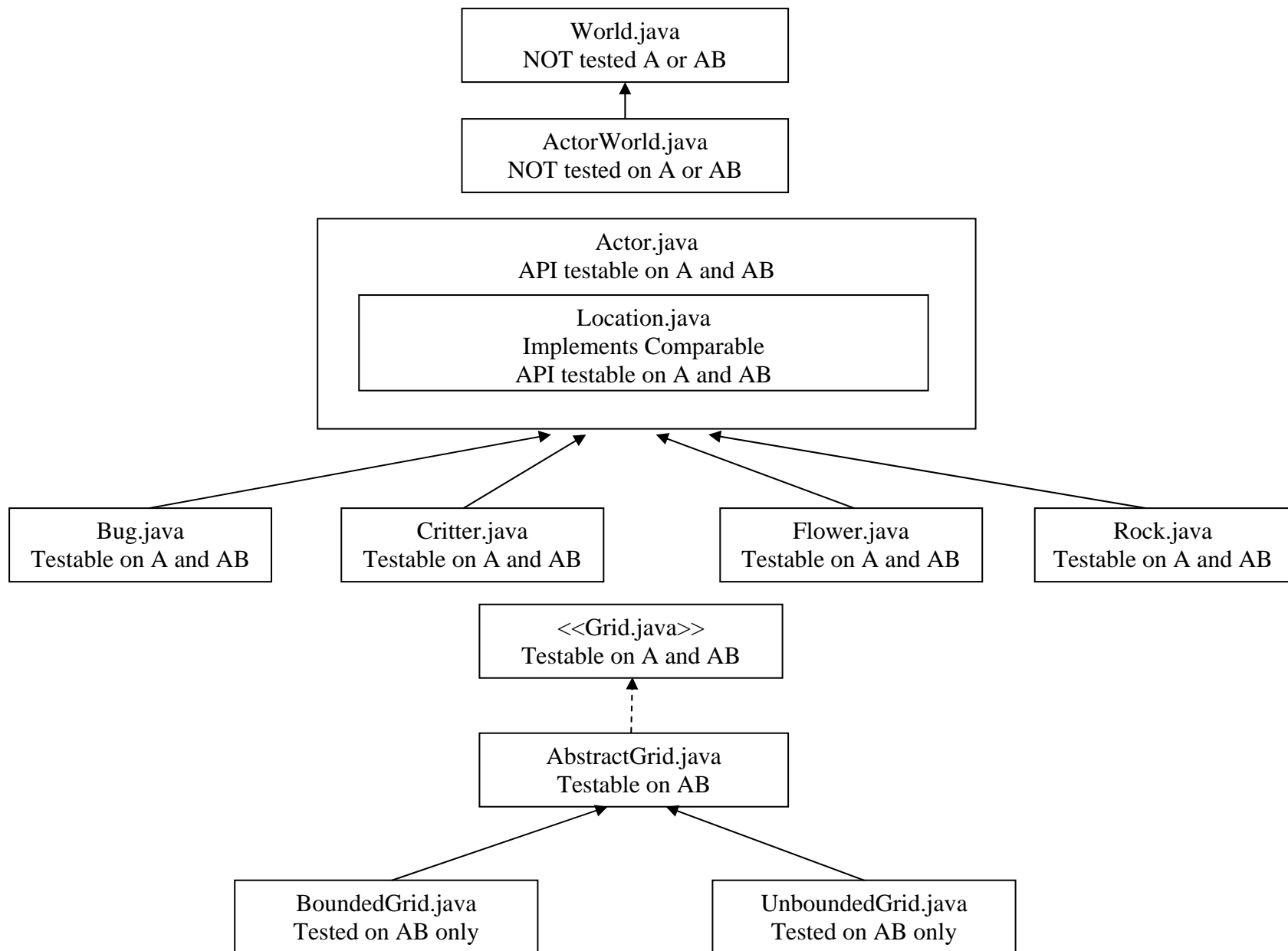


# AP Computer Science Gridworld Class Overview

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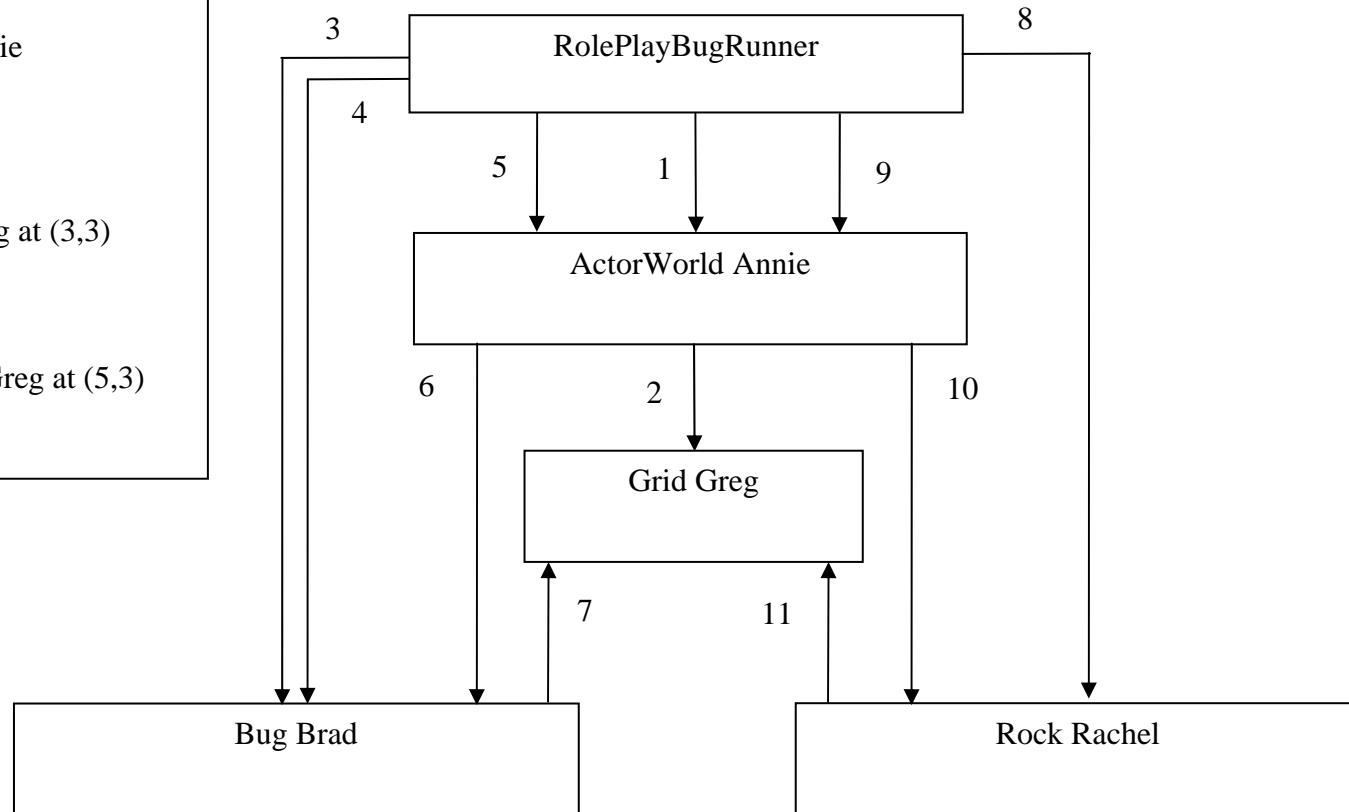
# Gridworld Role Play Part I

## “RolePlayBugRunner”

### Object Creation Diagram

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- Method Calls:**
1. Construct ActorWorld Annie
  2. Construct Grid Greg
  3. Construct Bug Brad (Red)
  4. setDirection (East)
  5. add Bug Brad at (3,3)
  6. Brad putSelfInGrid in Greg at (3,3)
  7. put Brad at (3,3)
  8. Construct Rock Rachel
  9. add Rock Rachel at (5,3)
  10. Rachel putSelfInGrid in Greg at (5,3)
  11. put Rachel at (5,3)



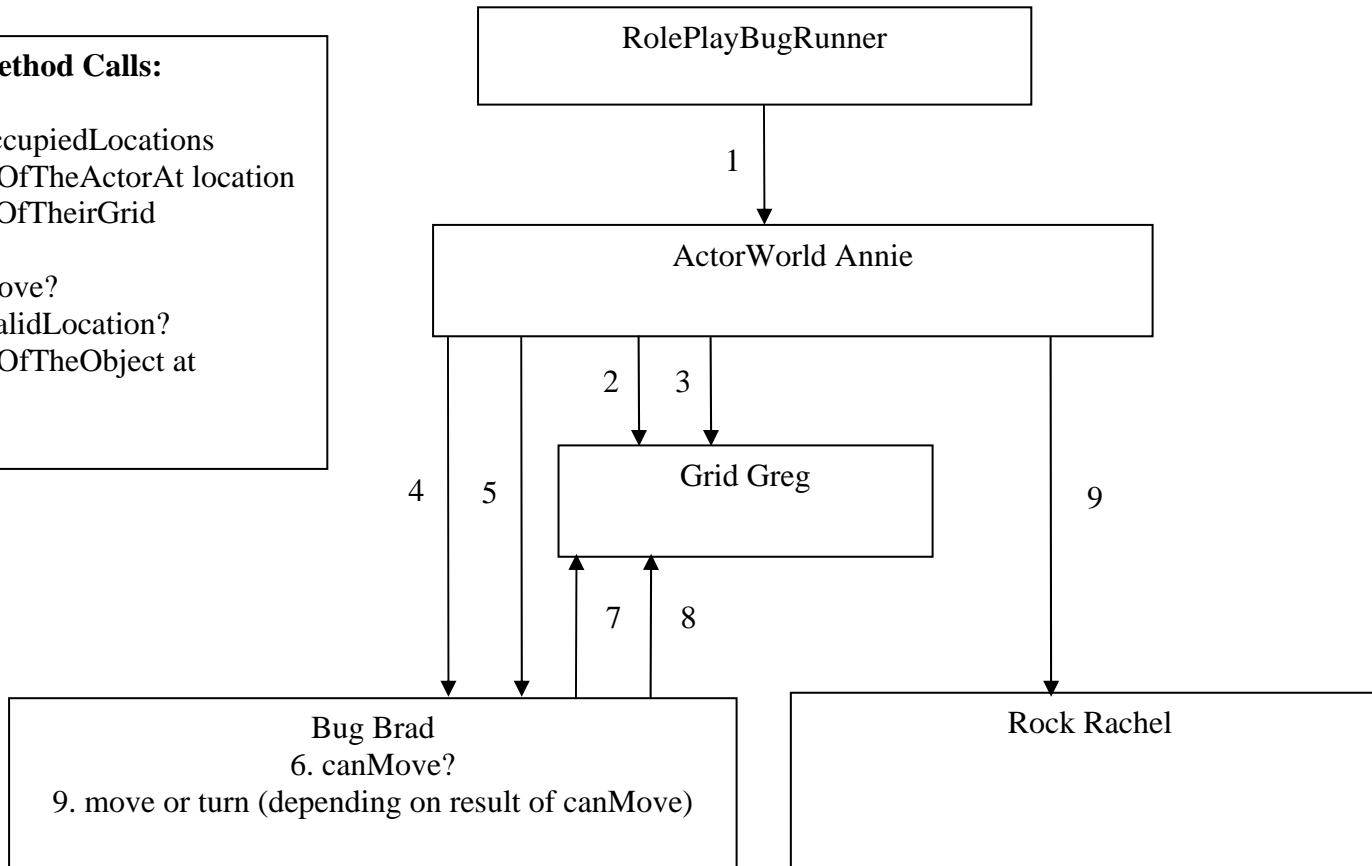
# Gridworld Role Play Part I

## “RolePlayBugRunner”

### “act” Diagram

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- Method Calls:**
1. Annie step
  2. Greg getOccupiedLocations
  3. Greg nameOfTheActorAt location
  4. Brad nameOfTheirGrid
  5. Brad act
  6. Brad canMove?
  7. Greg isValidLocation?
  8. Greg nameOfTheObject at nextLocation
  9. Rachel act



# Gridworld Role Play Part II

## “RolePlayCitterRunner”

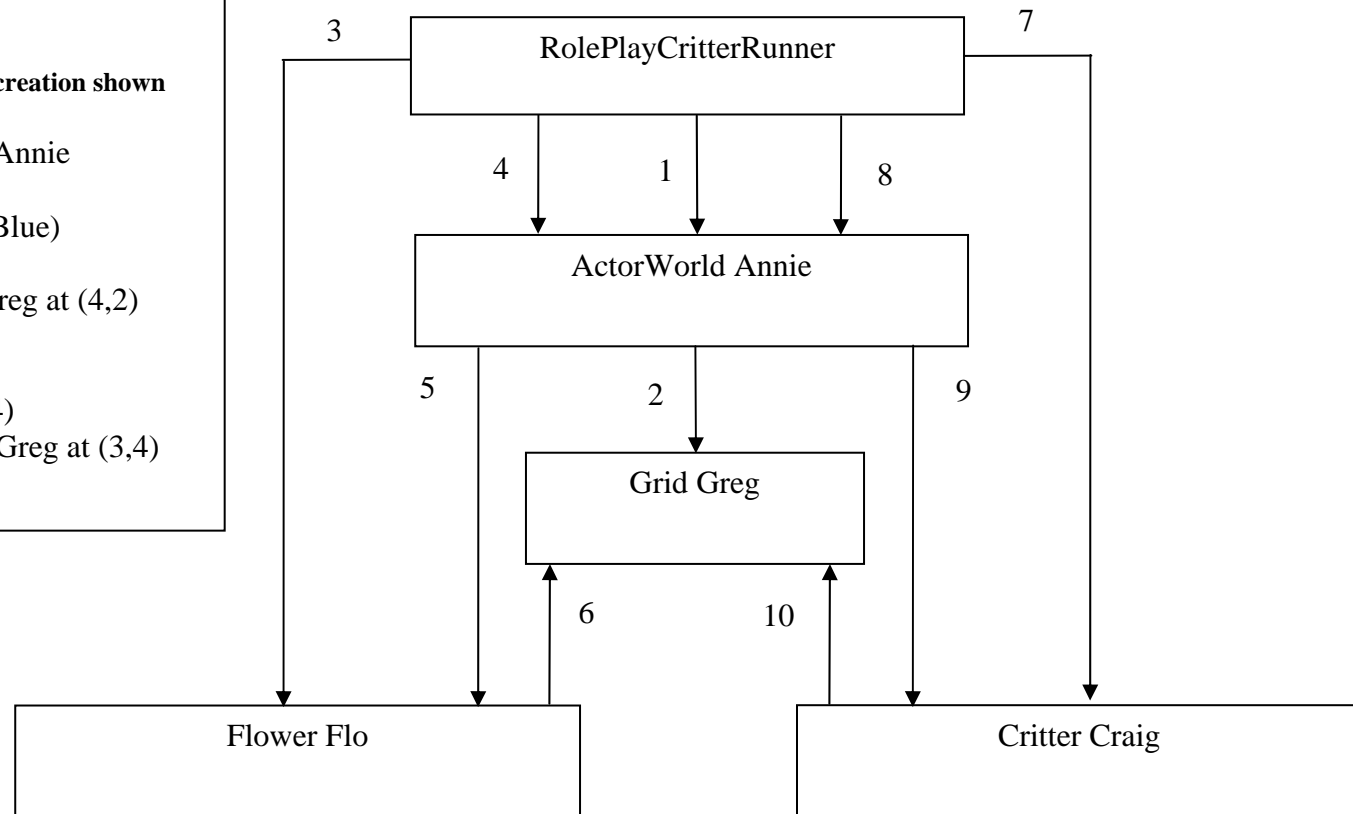
### Object Creation Diagram

#### Method Calls:

**Note 1: Rock object creation not shown**

**Note2: Only 1 Flower object creation shown**

1. Construct ActorWorld Annie
2. Construct Grid Greg
3. Construct Flower Flo (Blue)
4. add Flower Flo at (4,2)
5. Flo putSelfInGrid in Greg at (4,2)
6. put Flo at (4,2)
7. Construct Critter Craig
8. add Critter Craig at (3,4)
9. Craig putSelfInGrid in Greg at (3,4)
10. put Craig at (3,4)



# Gridworld Role Play Part II

## “RolePlayCriticRunner”

### “act” Diagram

