

## 2008 AP® COMPUTER SCIENCE A FREE-RESPONSE QUESTIONS

3. This question involves reasoning about the code from the GridWorld case study. A copy of the code is provided as part of this exam.

An opossum is an animal whose defense is to pretend to be dead. The `OpossumCritic` class, shown below, will be used to represent the opossum in the grid. An `OpossumCritic` classifies its neighbors as friends, foes, or neither. It is possible that a neighbor is neither a friend nor a foe; however, no neighbor is both a friend and a foe. If the `OpossumCritic` has more foes than friends surrounding it, it will simulate playing dead by changing its color to black and remaining in the same location. Otherwise, it will behave like a `Critic`. If the `OpossumCritic` plays dead for three consecutive steps, it is removed from the grid.

You will implement two of the methods in the following `OpossumCritic` class.

```
public class OpossumCritic extends Critter
{
    private int numStepsDead;

    public OpossumCritic()
    {
        numStepsDead = 0;
        setColor(Color.ORANGE);
    }

    /** Whenever actors contains more foes than friends, this OpossumCritic plays dead.
     * Postcondition: (1) The state of all actors in the grid other than this critic and the
     * elements of actors is unchanged. (2) The location of this critic is unchanged.
     * @param actors a group of actors to be processed
     */
    public void processActors(ArrayList<Actor> actors)
    { /* to be implemented in part (a) */ }

    /** Selects the location for the next move.
     * Postcondition: (1) The returned location is an element of locs, this critic's current location,
     * or null. (2) The state of all actors is unchanged.
     * @param locs the possible locations for the next move
     * @return the location that was selected for the next move, or null to indicate
     * that this OpossumCritic should be removed from the grid.
     */
    public Location selectMoveLocation(ArrayList<Location> locs)
    { /* to be implemented in part (b) */ }
```

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```
/** @param other the actor to check
 * @return true if other is a friend; false otherwise
 */
private boolean isFriend(Actor other)
{ /* implementation not shown */ }

/** @param other the actor to check
 * @return true if other is a foe; false otherwise
 */
private boolean isFoe(Actor other)
{ /* implementation not shown */ }
}
```

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- (a) Override the `processActors` method for the `OpossumCritic` class. This method should look at all elements of `actors` and determine whether or not to play dead according to the types of the actors. If there are more foes than friends, the `OpossumCritic` indicates that it is playing dead by changing its color to `Color.BLACK`. When not playing dead, it sets its color to `Color.ORANGE`. The instance variable `numStepsDead` should be updated to reflect the number of consecutive steps the `OpossumCritic` has played dead.

Complete method `processActors` below.

```
/** Whenever actors contains more foes than friends, this OpossumCritic plays dead.
 * Postcondition: (1) The state of all actors in the grid other than this critter and the
 * elements of actors is unchanged. (2) The location of this critter is unchanged.
 * @param actors a group of actors to be processed
 */
public void processActors(ArrayList<Actor> actors)
```

- (b) Override the `selectMoveLocation` method for the `OpossumCritic` class. When the `OpossumCritic` is not playing dead, it behaves like a `Critic`. The next location for an `OpossumCritic` that has been playing dead for three consecutive steps is `null`. Otherwise, an `OpossumCritic` that is playing dead remains in its current location.

Complete method `selectMoveLocation` below.

```
/** Selects the location for the next move.
 * Postcondition: (1) The returned location is an element of locs, this critter's current location,
 * or null. (2) The state of all actors is unchanged.
 * @param locs the possible locations for the next move
 * @return the location that was selected for the next move, or null to indicate
 * that this OpossumCritic should be removed from the grid.
 */
public Location selectMoveLocation(ArrayList<Location> locs)
```