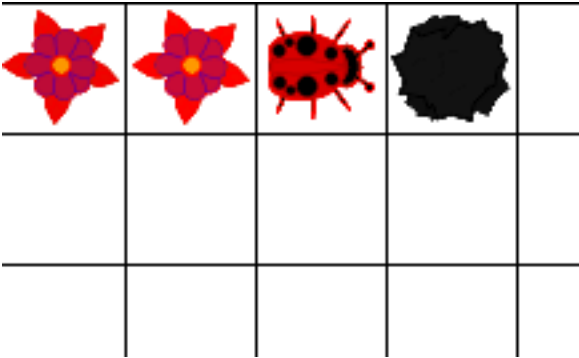


GridWorld Part 1 Pop Quiz:

- 1) Name two Objects in GridWorld? (Can you name two more?)
- 2) What direction is your bug pointing if you “setDirection(0);” or if it’s getDirection is zero?
In Compass Directions: North, South, East or West?
- 3) What will the bug in the image below do for its next Step?



- 4) What is the superclass for Bug (Flower AND Rock), from which it inherits many of its methods?
- 5) What is the one method that is overridden (from its superclass) for the Bug, Flower, AND Rock Objects? This is the key method that distinguishes their behavior.

Extra: Why is the answer from 5 such an important Method?