CSE 8B: Discussion Section

PSA8: Critters

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Topics to be covered

● Overview of PSA8
● Steps and flow of control
● Live coding examples
Program control flow
(only few important steps are shown here)

- **Step 1:**
  You select the critter button: listener (ActionListener) will change the critterType variable in CritterController

- **Step 2:**
  When mouse is clicked on the panel: Mouse listener will do these:
  A. Create a new critter of critterType.
  B. Add this critter to the critterList

- **Step 3:**
  When start button is pressed: listener will set variable "running" as true in CritterController
Program control flow

- Step 4: In run method in CritterController, loop through the critterList and for all critters: call Interactor.interact method.
- Step 5: In the interact method, for a given critter c find the closest critter, closestCritter. Call c.reactTo method and pass closestCritter to this method.
- Step 6: In the react method of your critters (like Chaser), apply logic to find the newX and newY. Update x to newX and y to newY.

Note: Draw the critter's design in paint method inside your critter classes you have created.
Questions