

CSIS 10A

Assignment 10

Prerequisite: Lecture or Reading on Chapter 10 GridWorld Part 2

Clone the assignment to your workspace. Then open the `project.blueJ` file to begin the exercises below.

1. Make and demo a new class called `SBug` (5 pt). This class is similar to `ZBug` but instead draws a curved S pattern on the screen. Extra Credit: Instead of having the bug stop when it reaches the end of the S, have it turn around and go back the way it came, retracing its steps perpetually.
2. Make a new class called `8Bug` (5 pt). This bug will draw a figure 8. It's similar to S bug but goes all the way around and back again, repeating the 8 forever.
3. Extra Credit (+1 pt): Make two new classes for bugs that continuously move and draw your initials, such as a `TBug` and an `RBug` class. Modify the `BoxBugRunner` to put them both on the screen at the same time. When the program runs, the two bugs will trace your initials over and over again.

Please make a screen capture of any noteworthy runs and save as a `jpg` in your project folder before uploading.

When you are finished, push your work using `git`.

```
git add -A
```

```
git commit -m done
```

```
git push
```