

<p><del>Add a crab, worm, lobster and counter object to the world</del></p>	<p>If the left key has been pressed, rotate the object to go left</p>
<p>If the right key has been pressed, rotate the object to go right</p>	<p>If the up key has been pressed, rotate the object to go up</p>
<p>If the down key has been pressed, rotate the object to go down</p>	<p>Move and turn an object in random directions</p>
<p>Look directly beneath an object for a worm</p>	<p>Make an object “eat” a worm and play a sound if one has been found beneath the object</p>

FLASH CARDS for CrabWorld – Practise adapting this code for other worlds and actors!

<p><i>In the crab object's <u>act method</u>:</i></p> <pre>public void act() {     if (Greenfoot.isKeyDown("left"))     {         setRotation(180);         move(1);     } }</pre>	<p><i>In the world's <u>constructor</u> (add the code in bold):</i></p> <pre><del>public CrabWorld() {     Crab crab1 = new Crab();     addObject(crab1,1,2);     Worm worm1 = new Worm();     addObject(worm1,5,3);     Lobster lobster1 = new Lobster();     addObject(lobster1,6,5);     Counter counter1 = new Counter();     addObject(counter1,7,7); }</del></pre>
<p><i>In the crab object's <u>act method</u>:</i></p> <pre>public void act() {     if (Greenfoot.isKeyDown("up"))     {         setRotation(-90);         move(1);     } }</pre>	<p><i>In the crab object's <u>act method</u>:</i></p> <pre>public void act() {     if (Greenfoot.isKeyDown("right"))     {         setRotation(0);         move(1);     } }</pre>
<p><i>In the lobster object's <u>act method</u>:</i></p> <pre>public void act() {     if (Greenfoot.getRandomNumber(100)&lt;50)     {         turn(Greenfoot.getRandomNumber(90)-45);     }     move(1); }</pre>	<p><i>In the crab object's <u>act method</u>:</i></p> <pre>public void act() {     if (Greenfoot.isKeyDown("down"))     {         setRotation(90);         move(1);     } }</pre>
<p><i>In the crab object's <u>act method</u>:</i> * after <code>getOneObjectAtOffset</code> *</p> <pre>if(worm != null) {     World world;     world = getWorld();     world.removeObject(worm);     Greenfoot.playSound("sounds/eating.wav"); }</pre>	<p><i>In the crab object's <u>act method</u>:</i> * before <code>if(worm != null)</code> *</p> <pre>Actor worm;  worm = getOneObjectAtOffset(0,0,Worm.class);</pre>