

<p>Add a crab, worm, lobster and counter object to the world</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);     } } </pre>	<p><i>In the world's <u>constructor</u> (add the code in bold):</i></p> <pre> public CrabWorld() {     <b>Crab crab1 = new Crab();</b>     <b>addObject(crab1,1,2);</b>     <b>Worm worm1 = new Worm();</b>     <b>addObject(worm1,5,3);</b>     <b>Lobster lobster1 = new Lobster();</b>     <b>addObject(lobster1,6,5);</b>     <b>Counter counter1 = new Counter();</b>     <b>addObject(counter1,7,7)</b> } </pre>
<p><i>In the crab object's <u>act method</u>:</i></p> <pre> public void act() {     if (Greenfoot.isKeyDown("up"))     {         setRotation(-90);     } } </pre>	<p><i>In the crab object's <u>act method</u>:</i></p> <pre> public void act() {     if (Greenfoot.isKeyDown("right"))     {         setRotation(0);     } } </pre>
<p><i>In the lobster object's <u>act method</u>:</i></p> <pre> public void act() {     move(8);     if (Greenfoot.getRandomNumber(100)&lt;50)     {         turn(Greenfoot.getRandomNumber(90)-45);     } } </pre>	<p><i>In the crab object's <u>act method</u>:</i></p> <pre> public void act() {     if (Greenfoot.isKeyDown("down"))     {         setRotation(90);     } } </pre>
<p><i>In the crab object's <u>act method</u>:</i> * after <code>getOneObjectAtOffset</code> *</p> <pre> <b>if(worm != null)</b> <b>{</b>     <b>World world;</b>     <b>world = getWorld();</b>     <b>world.removeObject(worm);</b>     <b>Greenfoot.playSound("sounds/eating.wav");</b> <b>}</b> </pre>	<p><i>In the crab object's <u>act method</u>:</i> * before <code>if(worm != null)</code> *</p> <pre> <b>Actor worm;</b> <b>worm = getOneObjectAtOffset(0,0,Worm.class);</b> </pre>