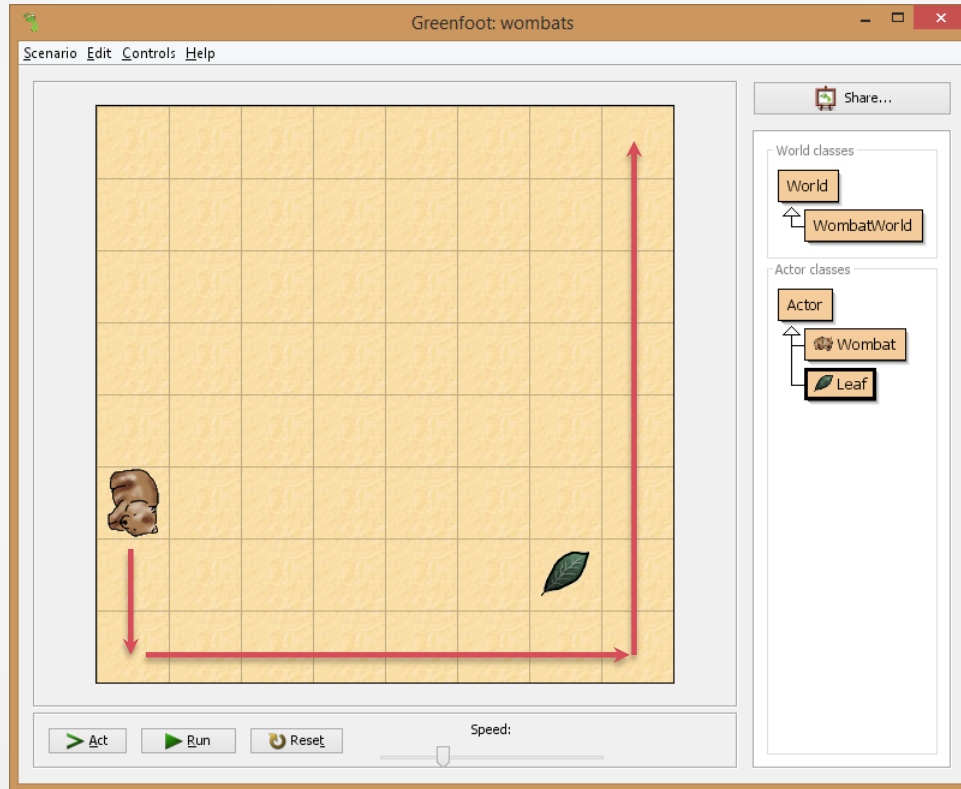


Zweites Szenario - Wombat



Öffnen des ersten Szenarios "Wombats"



Drehen in eine zufällige Richtung

```
public void turnRandom() {  
    // get a random number between 0 and 3...  
    int turns = Greenfoot.getRandomNumber(4);  
    // ...an turn left that many times.  
    for (int i = 0; i < turns; i++) {  
        turnLeft();  
    }  
}
```

```
public void act() {  
    if (foundLeaf()) {  
        eatLeaf();  
    } else if (canMove()) {  
        move();  
    } else {  
        turnRandom();  
    }  
}
```

Methoden eines "Wombats"

inherited from Actor

- void act()
- boolean canMove()
- void eatLeaf()
- boolean foundLeaf()
- int getLeavesEaten()
- void move()
- void setDirection(int direction)
- void turnLeft()
- void turnRandom()

Inspect
Delete

void act() [redefined in Wombat]
GreenfootImage getImage()
int getRotation()
World getWorld()
<W> W getWorldOfType(Class<W>)
int getX()
int getY()
boolean isAtEdge()
void move(int)
void setImage(GreenfootImage)
void setImage(String)
void setLocation(int, int)
void setRotation(int)
void turn(int)
void turnTowards(int, int)

Akteure des "Hawk hunt" Szenarios

Golden eagle



Mouse

Hawk