GridWorld
Assignment #1

ASSIGNMENT: INTRODUCTION TO GRIDWORLD

Summary:

1. You will complete exercises 1-4 on pages 13-15 of the GridWorld: Case Study Student Manual. Download: http://mchs-cs.com/apcsa/ap07_gridworld_studmanual_appends_v3.pdf
2. You will create your assigned letter bug with the following constraints:
   a. If your letter is A, then your Letterbug object is ABug, Z would be ZBug.
   b. Your bug should draw a letter that is approximately 6 squares wide and 8 squares high.
   c. You must have two constructors:
      i. **X**Bug(int size)
         1. The size is a multiplier, so a size of 2 results in a letter 12 squares wide and 16 squares high.
      ii. **X**Bug(Location origin)
         1. The origin specifies the lower-left hand corner where the letter should begin drawing from.
      iii. **X**Bug(Location origin, int size)
         1. This version of the constructor allows for a location and size to be set.
   d. Your Act() method should cause your bug to take one step in drawing the letter. If the size is 1, then it should only move one square. A larger size may allow for multiple steps to be taken in the process of drawing the letter.
   e. When the letter has been completely drawn, the bug should start drawing it again when the Act() method is called again.

Due Dates:

Exercises 1-4 (2 points each) must be completed by the start of class on Friday and the **X**Bug.java file must be emailed to mchs.cs.java@gmail.com by the end of class on Friday (22 points).