

Lab 4 Grading

Anteaters look for ants (18.75 points)

The anteaters look for ants as food (6.25 points) and when they find one, they pick it up (6.25 points) and take it back to their cave in their mouth (6.25 points).

Number of anteaters in cave (6.25 points)

A maximum of 5 ants only should be allowed in the anteater home.

AnteaterScent properties (6.25 points)

The AnteaterScent stays on the screen twice as long as the original pheromone did.

Anteaters ignore pheromones (12.5 points)

The anteaters ignore the pheromones the ants drop.

Anteaters drop AnteaterScent (12.5 points)

As the anteater moves about the screen, it drops AnteaterScent (like Ants do with Pheromone when they have food), except the anteaters drop whether they have food or not.

sniffAnteater method name (6.25 points)

There is a method named sniffAnteater created in the Ant class.

sniffAnteater method (12.5 points)

Method adds one to the instance variable if smelling an anteater (6.25 points) and resets variable to zero if not (6.25 points).

Ants use sniffAnteater method (12.5 points)

Ants call the sniffAnteater method when carrying food (6.25 points) and when they are not (6.25 points).

Ants run away from anteaters (12.5 points)

Ants will turn away from anteaters if the ant has smelled the anteater for a specific length of time.