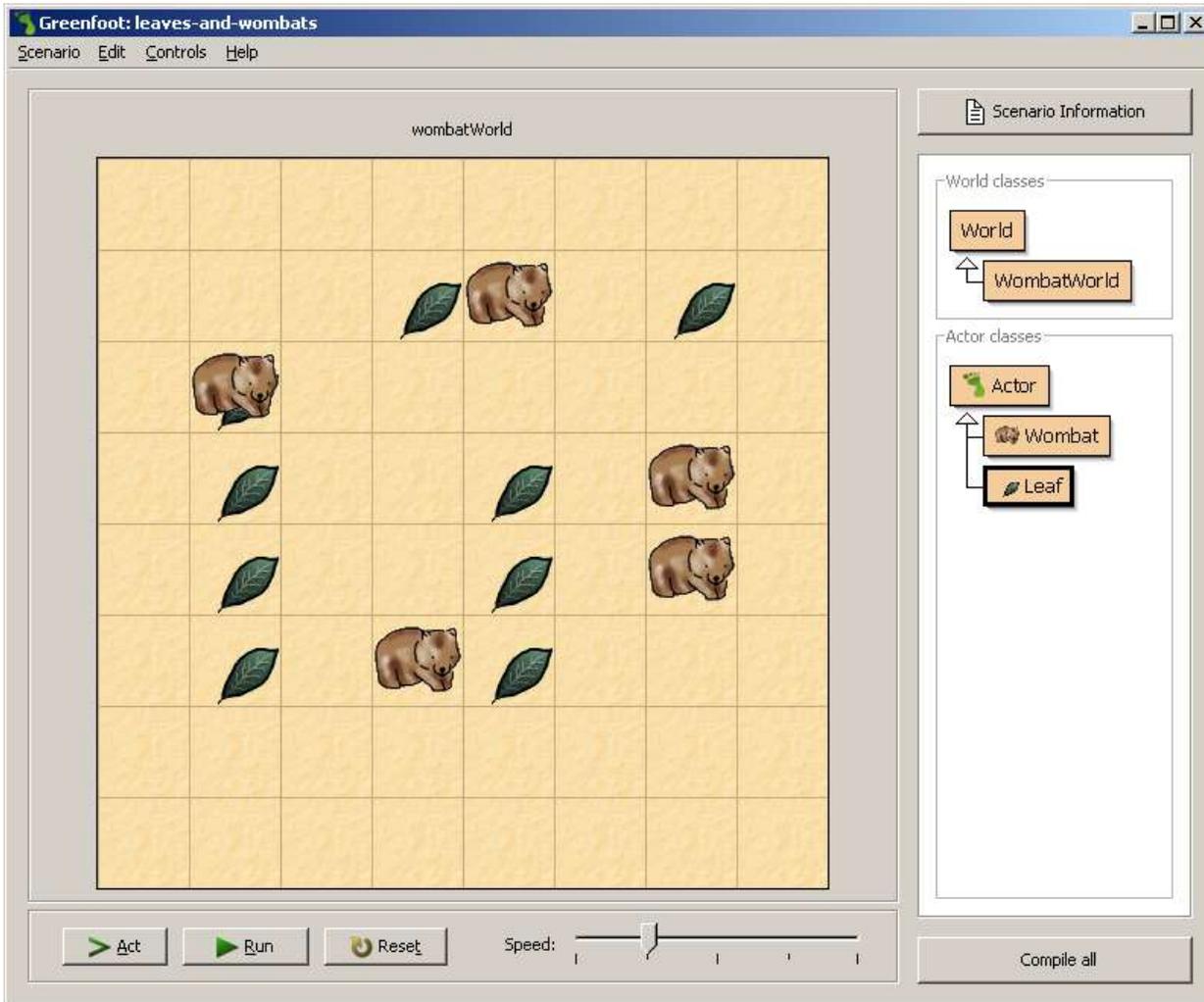


Per our conversation about Greenfoot's environment, identify the world, the class diagram panel, and the execution controls.



How did we get this menu to appear?

What happens when you click on one of these menu items?

Each of these menu items represent a specific part of the program code – what is the name of the part?

Each of the method signatures in the menu contain three parts, identify the three parts in this method signature.

```
void eatLeaf()
```

Explain the difference between selecting act from the menu, clicking on the Act button, and clicking on the Run button.

Explain the relationship shown in this class diagram.



What happens when we double-click on a class box in the class diagram?