Defining Class Member
Data/characteristics

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Lets Review the “Class” Concept

• Class Name
• Class data/characteristics
• Class behavior/methods
• Lets define our own Crab and Lobster class
Let's work with Greenfoot

- Controlling actors from keyboard;
- Stop and resume simulation;
- Counting; variables;
- World with pre-populated actors
Crab Class

Crab

```java
Crab(); // constructor

void lookForWorm();
void checkKeyPress()
void switchImage()
Void eatWorm()

//data
int numberOfWorms;
GreenfootImage image1;
GreenfootImage image2;

//from its superclass or ancestor
int x;
int y;
```