

CMSC 157: Object-Oriented Programming Workshop

Assignment 5: Forces

Due by Class (1:30pm) October 4, 2016

This assignment asks you to complete the second step in Shiffman's Ecosystem project, from page 100:

The Ecosystem Project

Incorporate the concept of forces into your ecosystem. Try introducing other elements into the environment (food, a predator) for the creature to interact with. Does the creature experience attraction or repulsion to things in its world? Can you think more abstractly and design forces based on the creatures desires or goals?

In addition, you should improve upon your last submission based on the feedback from the code review.

Learning Objectives

- Practice designing and implementing classes.
- Revise classes.
- Explore the physics of forces.

Deliverable

Submitting your assignment:

1. Put a comment at the top of your programs with your name, date assignment description, and collaboration statement.
2. Bring a hardcopy of your program (i.e., the source code) to class.
3. Submit a zip file of your program via Moodle. The zip file should expand into a folder named `cmsc157-project5-lastname-firstname` with the Processing sketch inside of that folder.