

CS 535 Object-Oriented Programming and Design  
Fall Semester, 2010  
Assignment 5  
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San Diego State University -- This page last updated 11/8/10

Due Nov 23 23:55

1. Modify the Ant demo so that the drawing is done by a view rather than by Ant and Colony objects.
2. Make the ants aware of the end of the view. Ants are not allowed to walk out of sight of the view. The view will be the entire world for an ant.
3. Add a square pond of water to the ants world. When an ant comes to the edge of the pond they detect the water and do not enter the water. The location of the pond will change in future assignments so the location of the pond should not be hard coded in the Ant class.

How to Turn in your Assignment

Place all your code in a Package called Assignment 5 and submit it to your Store repository.