All things have a getter getColor which returns the thing's color (type color). Bushes are green, rabbits are brown, sloths are gray. Since there's not a
predefined color.#Read constant, you'll need color.-got(18),123,9) instead. (This getter can simply return the desired color — since a particular kind of thing
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All animals have a position (row and column) in the field, getters getRow and getColumn, and a setter setPosition which takes the row and column as
parameters and sets the position accordingly.

· Sloths have a sleep counter, which keeps track of how much longer the sloth will sleep before it wakes up.

 All animals have two constructors: one which takes the position (row and column) as a parameter and initializes the instance variables accordingly, and another which just initializes the instance variables to -1. The sloth constructors should also initialize the sleep counter to a random value between 0 and 20. (So different sloths will wake up at different times.)

 All things can be drawn. The draw method takes a craphicscontext and the position (x and y coordinates of the upper left correl) and dimensions (width and height) of a creatorgie as parameters, and ranks the thing (in its coord) inside the specified rectangular area. (What method can you use to determine the color? — draw is similar to print from the bickets example from class) Bushes are drawn as rectangles filling the specified area. Animals are drawn as crices just fitting the specified area. Steeping slots are drawn like regular animals, plus the text "Zz" is drawn on top of the sloth's circle. (A sloth is sleeping when its sleep counter is greater than 2.)

All animals can choose which direction they want to move in. The getNextNove method takes a Field object as a parameter and returns one of the
constants defined in sirection (which are integers). (Note that this is a desired direction of movement — the animative sens on the do to check if it is possible
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the sleep counter is set back to 20 and a random direction is returned. Otherwise the sleep counter is determented and in:returns. Note that the Field parameter is not caulally used by either rabbit or sloth. (If its there in case some other kind of animal might want to use it.)

All animals have a reset method which clears the animal's memory. Rabbits have no memory to reset, so the method body will be empty. A sloth's
memory is its sleep counter, which should be reset to a random value between 0 and 20.

- the language tells you where elements go "all things", "all animals", "sloths"
- variables vs methods variables store information
 - "have a position"
 - "have a sleep counter, which keeps track of …"

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All things have a getter getColor which returns the thing's color (type color). Bushes are green, rabbits are brown, sloths are gray. Since there's not a
predefined color.meane constant, you'll need color.me(165,122, or) instead. (This getter can simply return the desired color — since a particular kind of thing
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methods – abstract vs not – is there a body that makes sense?

- "all things have a getter getColor ... bushes are green, rabbits are brown, ..."
 color depends on the specific kind of thing → abstract
- "animals are drawn as circles …" → not abstract
- methods extending vs overriding

 - "sleeping sloths are drawn like regular animals, plus..." → call superclass draw plus do other stuff

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constructors

 if the class extends another, first line of the constructor must call the superclass constructor to build the inside of the onion, then initialize the instance variables in this layer

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classes – must be abstract if there's at least one abstract method
 – can be abstract if nothing is just that, only a kind of that

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