Lab 9

- inherit or extend rather than repeat
  - e.g. animals are drawn as circles, so circle-drawing code should only go in one place and not in both `Rabbit` and `Sloth`
  - e.g. sloths are drawn like animals with some additional elements – the "like animals" part should be called rather than repeated in `Sloth`

- only animals have instance variables for position
  - bushes do not know their positions
  - creatures have getters for row, col but do not necessarily have instance variables

Lab 9

- be sure to put bushes and creatures in the field
  - use `Field`'s `placeRandomly` method
  - you do need an array of creatures but you don't need an array of bushes

- check out `Field`'s public methods – this will make implementing the step and reset methods in `RabbitHuntSim` much easier