CS 61A Ants Project Object Map

Notes/legend

Please keep in mind that this diagram contains no more information than what is available in the project spec. A working implementation may make use of helper methods that are not included in this diagram.

Orange indicates methods you must fill in and instance variables you must set.

Red indicates classes, methods, and instance variables that you must implement from scratch.

*Methods
*Instance attributes
name = 'Short'
food_cost = 2
implemented = True
max_range = 3

*Class attributes
1 health
ShortThrower [4]

*Methods
*Instance attributes
name = 'Long'
food_cost = 2
implemented = True
max_range = 3

*Class attributes
1 health
LongThrower [4]

*Methods
*Instance attributes
name = 'Harvester'
food_cost = 6
implemented = True
max_range = 3

*Class attributes
1 health
Harvester [4]

*Methods
*Instance attributes
name = 'Scuba'
food_cost = 2
implemented = True
max_range = 3

*Class attributes
name = 'Scuba'
implemented = True
min_range = 3

QueenAnt [12]

1 health
QueenAnt [12]

1 health
QueenAnt [12]

1 health
QueenAnt [12]

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QueenAnt [12]

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