Exercise #9

(10pts) For each of the following provide the algorithm in pseudocode and answer the questions:

Using pseudo code develop an algorithm for an Actor to move in the final project. Start with the swan. Review the requirements and develop a list of features or specific actions this movement must include. What problems can you encounter? How to you respond to them in your algorithm?

Once you have the behavior specified, create your pseudocode. As you prepare the pseudocode do you revisit any of the requirements?

Move on to the Player. Extract the specifications from the requirements. Are there error conditions you can anticipate? If so, what can your design do to handle them?

Once you have the behavior specified, create your pseudocode. As you prepare the pseudocode do you revisit any of the requirements?

Both Swan and Player are subclasses of the Actor class. You will never have an Actor object. Does that mean it MUST be an abstract class? Does it simplify the design to make it an abstract