

**Pseudo Code for Lab 4 (CrabWorld class)**  
**Written by: Jeff Goldstein**  
**Date: 2/17/2014**  
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method populate()

construct chuck the Crab object  
place chuck in upper left quadrant  
chuck randomly faces position (0-359 deg.)

construct louie the Lobster object  
place louie in the lower left quadrant  
louie faces another position (0-359 deg.)

call the placeEightWormsRandomly() method

end of populate() method

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method placeEightWormsRandomly()

loop these 8 times  
    initialize a random number xPos between 150 & 520 (inclusively)  
    initialize a random number yPos between 30 & 520 (inclusively)  
    randomly place a new worm into this random xPos, yPos position  
end of loop

end of placeEightWormsRandomly() method