Often time, animals act with what appears to be random movement: when ants are foraging for food, when bees are looking for flowers, etc. As a programmer you need to learn how to program objects in simulations so they act based upon the way collected data indicates they will act.

Use conditional statements and random number generators to mimic the movement.

Use the data below to program your bug to move around the world randomly.

A Lady Bug
- Moves forward at a rate of .1 meter per second
- Pauses forward motion 33% of the time
- Pauses last for ½ second up to 10 seconds
- Alters direction 70% percent of the time
- Direction changes within in a range of 15 left or right
  (use 0.05 revolutions for 15 degrees)
- Assume turns happen instantly

Creating snowfall

Creating a review game