

8. Open the Greenfoot world WJECAquarium and familiarise yourself with its contents.
- (a) Populate the world with a **crab**, at least two **sharks** and at least two **fish**. [3]
 - (b) Edit the **fish** and **sharks** so that they turn and move randomly. [3]
 - (c) Edit the program code to make the **crab** move at an appropriate speed in the direction of the arrow keys when pressed. [2]
 - (d) Edit the **crab** so that it “eats” a **fish** when they collide (removes the **fish** from the world). [1]
 - (e) Add a sound which will play every time the **crab** “eats” a **fish**. [1]
 - (f) Add a **counter** and edit the code so that the **counter** displays how many **fish** have been “eaten” by the **crab**. [2]
 - (g) Edit the code so that the **counter** loses a point (1 point is deducted) if the **shark** “eats” a **fish**. [2]
 - (h) Save your completed world as FullAquarium [1]

