

TextDisplay Lab

Objectives:

- become familiar with the some of the Environment Interface

Your task:

- Display an environment by printing plain text to System.out

What you'll need and/or need to do:

- mbsgui.jar (since EnvDisplay is hidden in it)
- modify SimpleMBSDemo1
 - replace SimpleMBSDisplay with TextDisplay
- TextDisplay should take advantage of the EnvDisplay Interface
 - it will have one constructor (you decide what type by looking at current SimpleMBSDisplay) – don't worry about a delay
 - it will have one method (you decide what to call it based on how things are currently working)
 - you should print a dot for where there is no fish and a number representing the fish's id where there is a fish (below you'll see a sample output)

Sample Output

```
.....  
.....  
.....  
.....  
...2.....  
.....  
.....3  
.....1.....  
.....  
.....  
-----
```