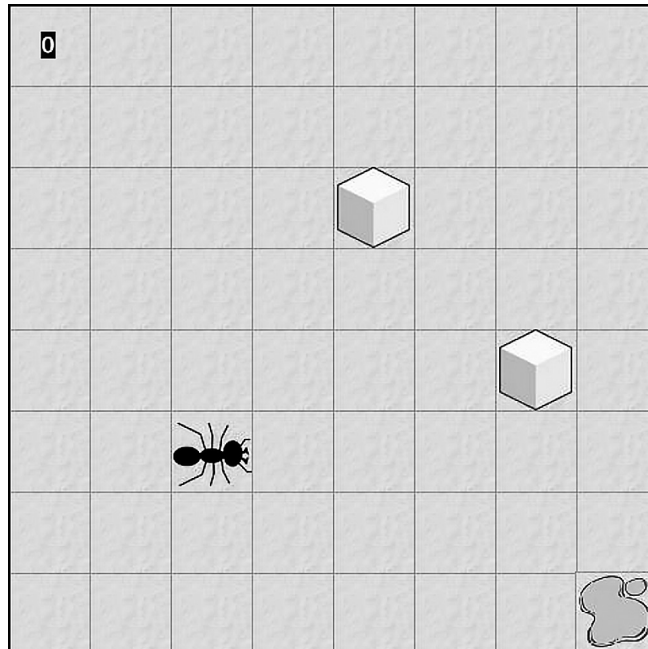


9. Open the Greenfoot world `WJECAnts9` and familiarise yourself with its contents. Complete the world as instructed below: [13]
- Populate the world with an **ant**, a **waterDrop** and at least two instances of **sugarCube**.
 - Edit the **waterDrop** and **sugarCube** objects so that they turn and move around the world at random.
 - Edit the **ant** object so that it moves at an appropriate speed in the direction of the arrow keys when pressed.
 - Edit the **ant** object so that it “eats” a **sugarCube** when they collide (removes the **sugarCube** from the world).
 - Add a sound which will play every time the **ant** “eats” a **sugarCube**.
 - Add a **counter**. Edit the code so that the **counter** displays how many **sugarCubes** have been “eaten”.
 - Edit the code so that the **counter** loses a point (1 point is deducted) if the **ant** collides with a **waterDrop**.
 - Save your completed world as `finalAnts9`



END OF PAPER