

More useful methods in the class Agent

WUBWorld has suddenly become a lot more dangerous!

- the agents now have a limited amount of energy—if they run out, they die!
- if an agent strays too close to a WUB, the agent's energy will be drained.
- there are now walls that the agents will need to navigate around.
- the agent's sensors now have a limited radius. use the "sense" methods described below to get the objects the agent can sense. you should not use the breve "all" expression anymore.

The following methods are available to subclasses of Agent.

- `sense-food`: returns a list of the food that the agent can sense

Example:

```
foodList = (self sense-food).
```

- `sense-wubs`: returns a list of the WUBs that the agent can sense

Example:

```
wubList = (self sense-wubs).
```

- `sense-walls`: returns a list of the walls that the agent can sense

Example:

```
wallList = (self sense-walls).
```

- `get-closest-point on-wall theWall`: returns the closest point from this agent to *theWall*.

Example:

```
angle = (self get-angle to (self get-closest-point on-wall theWall)).
```

- `get-energy`: returns the current energy level for the agent

Example:

```
if (self get-energy) < .1: print "Warrior needs food. Badly."
```