

```
public class Crab extends Actor
{
public void act()
{
    checkKeypress();
    move(5);
    lookForWorm();
}
/**
 * Check whether a control key on the keyboard has been pressed.
 * If it has, react accordingly.
 */
public void checkKeypress()
{
    if (Greenfoot.isKeyDown("left"))
    {
        turn(-4);
    }
    if (Greenfoot.isKeyDown("right"))
    {
        turn(4);
    }
}

/**
 * Check whether we have stumbled upon a worm.
 * If we have, eat it. If not, do nothing.
 */
public void lookForWorm()
{
    if ( isTouching(Worm.class) )
    {
        removeTouching(Worm.class);
    }
}
}
```