

```
public class Frog extends Actor
{
    /**
     * Act - do whatever the Frog wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */

    public void act()
    {
        if (Greenfoot.isKeyDown("Left")){ move(-5); }
        if (Greenfoot.isKeyDown("right")){ move(5); }
        if (Greenfoot.isKeyDown("Space")){ turn(4); }
```