Solution Code For Primary Consumer

```
when [flag] clicked
hide
set Starting Number of Consumers to 4
set Number of Consumers to Starting Number of Consumers
repeat Starting Number of Consumers
    create clone of myself
```

This sets the starting number of consumers.

Change the number to adjust the starting number of voles!

```
when I start as a clone
point in direction pick random 1 to 360
forever
    move 3 steps
    if on edge, bounce
```

This causes the voles to walk around the screen

Changes the number of steps to speed them up/slow them down!

```
when I start as a clone
show
go to  random position ▾
forever
    if  < touching  Fox ▾  ? >  then
        change  Number of Consumers ▾  by  -1
        delete this clone

    if  < touching color (  ) ? >  then
        change  Number of Consumers ▾  by  1
        create clone of  myself ▾
        wait  1  seconds
```

This causes the voles to be eaten by foxes!

This causes the voles to reproduce! Make sure the color matches the color of your consumer (and that it is unique to the simulator!)

```
when I start as a clone
wait  20  seconds
change  Number of Consumers ▾  by  -1
delete this clone
```

This causes the voles to die after some number of seconds.

Change the number to change the lifespan of the voles

```
when I start as a clone

    This causes the voles to be
    "killed" by humans

forever

    if    touching  Person ▼  ?   then

        change  Number of Consumers ▼  by  -1

        delete this clone
```