Objective: Develop a program that stores the positions of lions stalking a gazelle in a stack object for later playback (display).

Program Description: Write a program that simulates three lions stalking a single gazelle as discussed in class. Use lists to hold the current positions of lions. Store the positions of all the animals as they move in stack objects, as the lions stalk the gazelle. After the gazelle is caught, replay the hunt by removing positions from the stack objects.

Requirements:

1. Write functions to:
   - Read the grid size and lion and gazelle positions on the grid.
   - Push the lion and gazelle positions onto stacks as they move on the grid.
   - Pop the lion and gazelle positions from the stacks to display the contents of the move stack after the gazelle is caught. Convert to a graphical display.

2. Test your program:
   - Try different initial positions.
   - Display intelligent error messages when errors occur.

Deliverables:

- Program—fully documented.
- A program design sheet. Describe all classes and methods needed to implement your program.
- Programming Log:
  - Record the time required to design and implement your program.
  - Record of things you encountered/learned while implementing your program.
- Output—proof that your program worked.

If you have any questions regarding this assignment, do not hesitate to contact me. Start working on this assignment as soon as possible.