

CET 350 Technical Computing Using Java
Group Program 4 Bouncing box/ball Applet
Fall 2011

Using an IDE, write a java applet that will draw a screen box for the bouncing object to move within. This object will be a rectangle or oval, user selectable through a changing button. Include two scrollbars: speed and size; two labels for the scrollbars: speed and size; five buttons: start/stop, rectangle/oval, tails/no tails, clear, and quit. The control area will contain the scrollbars, buttons, and labels. The object will move on a diagonal until it touches a side of the box. When the ball touches a side of the box it will change direction based on the side that was touched. The ball will leave a trail on the screen, when tails is selected. The start stop button will alternately start and stop the ball movement (Pause). The tails no tails button will alternately disable/enable the drawing of the tail. The quit button will terminate the applet. The scrollbars will change the values of the speed, size of the object. Use a ball object which performs the drawing. The ball should not destroy the boundary of the box. Use a Vector to keep the history of the last n ball positions. Refer to the example applet to answer your questions pertaining to the assignment.

Supply the Java source code

Label the source material with:

- a. Your name(s)
- b. CET 350
- c. Group number
- d. Your e-mail address.

Name your program Bounce.java

At the top of the program, place a comment header containing:

- a. Your name(s)
- b. CET 350
- c. Group number
- d. Your e-mail address

Properly comment the program.

Only turn in a program that will compile without errors. A program that has compile errors will be returned unchecked. Late points will continue to accumulate until a program is turned in that compiles without errors.

