

CET - 350 Technical Computing using Java

Group Program #4    Points \_\_\_\_\_

Score \_\_\_\_\_

Group \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

The Bouncing box/ball Applet Program

Program header contains:

- 2    \_\_\_\_\_    group members names
- 2    \_\_\_\_\_    group number
- 2    \_\_\_\_\_    course number
- 2    \_\_\_\_\_    e-mail addresses
- 2    \_\_\_\_\_    Program is named Bounce.java
- 5    \_\_\_\_\_    The program is commented.
- 5    \_\_\_\_\_    The program draws the screen box.
- 5    \_\_\_\_\_    The program has two scrollbars.
- 5    \_\_\_\_\_    The program has five buttons.
- 5    \_\_\_\_\_    The program has two labels.
- 5    \_\_\_\_\_    The program has a working scrollbar for the speed.
- 5    \_\_\_\_\_    The program has a working scrollbar for the size.
- 5    \_\_\_\_\_    The program has a working button for start/stop.
- 5    \_\_\_\_\_    The program has a working button for tails/no tails.
- 5    \_\_\_\_\_    The program has a working button for clear.
- 5    \_\_\_\_\_    The program has a working button for oval/rectangle.
- 5    \_\_\_\_\_    The program has a working button for quit.
- 5    \_\_\_\_\_    The program draws the object correctly.
- 5    \_\_\_\_\_    The program resizes the object correctly.
- 5    \_\_\_\_\_    The program moves the object correctly.
- 5    \_\_\_\_\_    The program draws the tails correctly.
- 5    \_\_\_\_\_    The object does not destroy the boundary.
- 5    \_\_\_\_\_    The program works correctly.

