

The Bouncing ball Applet Program

Diskette label and program header contains:

- 2 _____ group members names
- 2 _____ group number
- 2 _____ course number
- 2 _____ e-mail addresses
- 2 _____ Program is named Bounce2.java
- 5 _____ The program is commented.
- 5 _____ The program draws the screen box.
- 5 _____ The program has two labels speed and size.
- 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 buttons for pause/run.
- 5 _____ The program has a working button for quit.
- 5 _____ The program has a control area for the scrollbars, buttons, and labels.
- 5 _____ The program moves the ball correctly.
- 5 _____ The mouse drags rectangles correctly.
- 5 _____ The rectangles are added correctly.
- 5 _____ The rectangles are removed correctly.
- 10 _____ Rectangles and ball interact correctly.
- 10 _____ The ball is resized correctly.
- 5 _____ The program uses the paint method.
- 5 _____ The program works correctly

- +10 _____ Multiple layout managers with mouse tied to canvas.
- +5 _____ Timer thread.
- +5 _____ Double buffered

