

Java Fundamentals

3-6: Defined Methods

Project

Objective – Use Greenfoot methods and create your own methods

- Create a method
- Modify a method
- Detect a collision

Open your project from lesson 5 (JF_V02_S03_L05PrjStudent)

Complete the following tasks:

1. Save your scenario as JF_V02_S03_L06PrjStudent.
2. Create a method called robotMovement within the robot class. This will have the signature of public void robotMovement().
You will add the code for the robot movement in the next project section!
3. Add a call to this method within act() of robot class.
4. Create a method in Robot called detectWallCollision with signature public void detectWallCollision() and add a call in act().
5. Add code to the method detectWallCollision so that if the robot collides with a Wall instance, then it returns to the start.
6. Create a method in Robot called detectBlockCollision with the signature public void detectBlockCollision() and add a call in act().
7. Add code to the method detectBlockCollision so that the robot will return to the start if it collides with an instance of a Block.
8. Compile your scenario.
9. Save your scenario as JF_V02_S03_L06PrjStudent