Java Fundamentals
3-6: Defining Methods
Practice Activities

Lesson Objectives:

- Describe effective placement of methods in a super or subclass

- Simplify programming by creating and calling defined methods

- Handle Collisions

Vocabulary:

Identify the vocabulary word for each definition below.

	A new method that a class didn't already possess; these methods are written in the class's source code below the act() method.

Try It/Solve It:

1. Save a copy of your scenario Grab The Barrel as JF_ 3_6_Practice.

2. Modify the scenario above so that you create a method in **Plane** called handleMovement();

3. Move the code you created within the act() method of **Plane** in the previous lesson to this new method and add a call to handleMovement() in the act() method;

4. Create an empty method in **Plane** called rocketCollision(). Add a call to this method within the act() method.

5. Add code to the rocketCollision() method so that if we collide with a rocket our position is reset to the center of the screen.

6. Create a method in **Plane** called grabBarrel(). Add code to this method to detect a collision with a Barrel. If the Barrel is caught, then you should randomly place another barrel to the screen. Make sure that this is within at least 10 pixels of the edge. Add a call to this method within the act() method.