

## Java Fundamentals

### 3-3: Source Code and Documentation Project

#### Objective – Comment and modify code

- Comment code
- Modify act method
- Modify constructor
- Add instance of class

Open your project from lesson 1 (JF\_V02\_S03\_L01PrjStudent)

Complete the following tasks:

1. Save your project as JF\_V02\_S03\_L03PrjStudent
2. Add your name as the author in the RobotWorld class
3. Modify the RobotWorld constructor so that it creates a world of 800 X 600.
4. Modify the act method of Block so that it constantly rotates clockwise at a speed of 2.
5. Compile your project.
6. Add an instance of the Block class and run your project.
7. Save your project as JF\_V02\_S03\_L03PrjStudent