6b. Skyline (20 points)

Using graphics methods create a JApplet with a city skyline that incorporates at least 4 graphical shapes. Also include a sun for the day and a moon for the night. Add a JButton to the JApplet. On even clicks of the button display a daytime cityscape and for odd clicks display the nighttime version . Change back and forth with each click of the button

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| Aspect | Objectives substantially met  90 – 100% | Meets Minimal Requirements  80-89% | Needs Improvement  79 – 79% | Failure to Meet Requirements  0 - 69% |
| Incorporates required graphical shapes  50% | 4 graphical shapes used in drawing and a sun and moon | Utilizes 3 graphical shapes or sun or moon missing | Utilizes 2 graphical shapes and / or no celestial bodies | Utilizes a single graphical shape |
| Provides required event driven programming | Fully responses to successive button pushes to change skyline from night to and the reverse | Responds to successive button pushes but only part of skyline changes | Responds to a single button push with only once | Does not respond to button pushes |