*CSE 102*

**JavaFX - II**

1. Write a JavaFX app which displays a square that can be moved with arrow keys.
2. Modify the app you wrote in previous question so that the program halts when the square hits another object or goes out of scene.
3. Modify the app further and add an opponent square which always chases the player’s square with constant speed. Opponent should be slightly slower than the player’s square so that player has a chance to successfully escape it.
4. Modify your game so that the escaping square is also controlled by the program logic, so no user interaction is needed.
5. Write a JavaFX app which displays a ball. The ball should move according to Newtonian physics where the gravity is constant and downwards direction. Assume that there is no friction and the ball jumps from the walls (the boundaries of the canvas) when it hits.