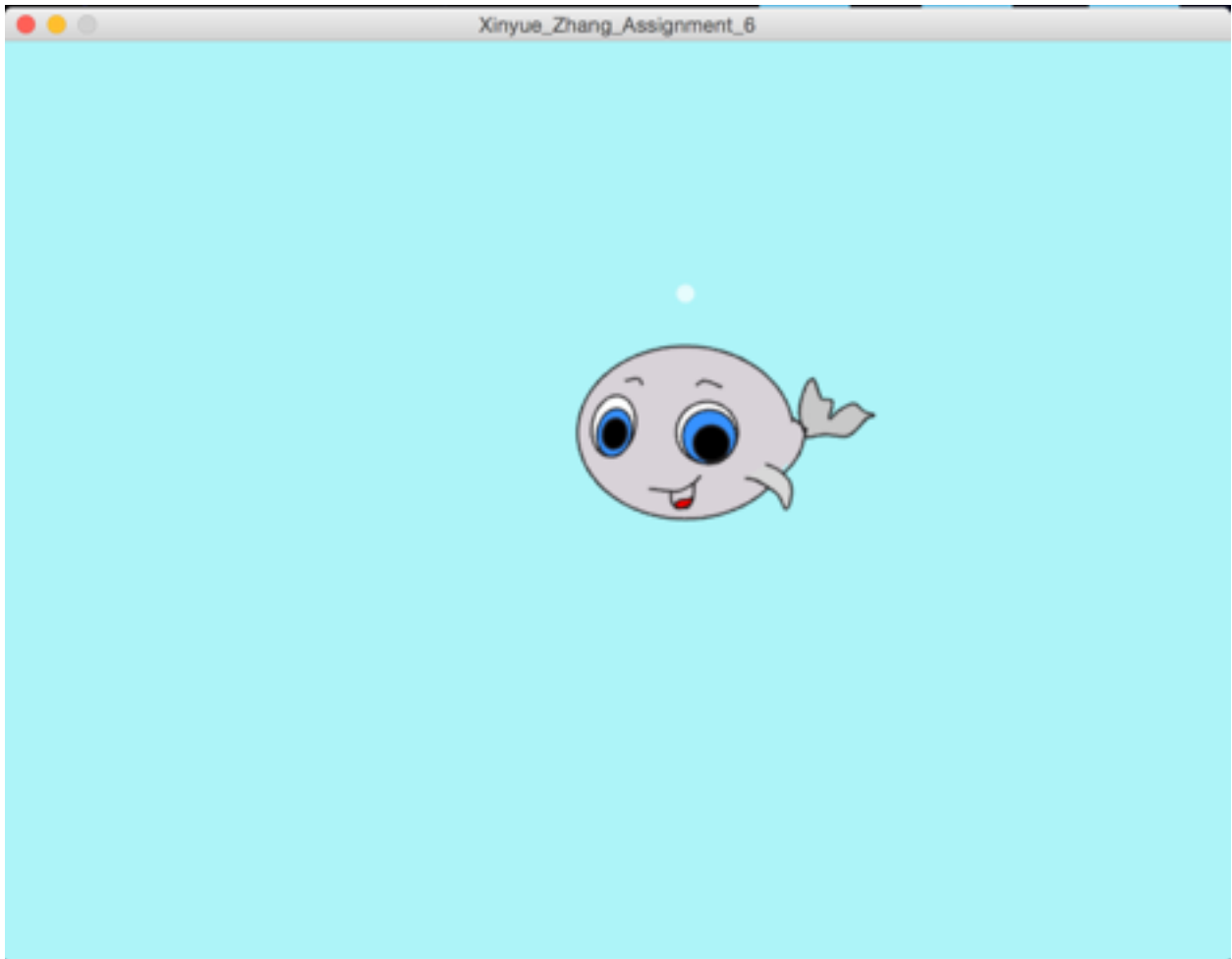Xinyue Zhang

CS 110 - Section 1

Professor Tao

Apr 6th, 2015

Assignment VI

TITLE: Underwater Creature

Short Description:

  This program makes use of the class XZhangThingy, which defines the movement of the

Whale and the bubbles. Besides this program makes good use of the Vector class to control the

movements. Every time the program runs, a whale of random size will be displayed at a random

location within the canvas with bubbles rising upwards. It will grow bigger as it moves, its tail will wave back and forth and it will bounce back when it hits the edges.

More detailed description:

The key point of this assignment is to familiarize with defining and calling my own class. From this assignment, I learnt the importance to understand the main goal of the whole assignment before actually start the design. That is to say, the object I designed should have the desired property for its later movement. Besides, I pass down a global variable SIZE to the primitive type variable w [width] of my whale, and also define the h [height] as a fraction of weight, so that the user could easily change the whale's size yet keeping a proper proportion. Also, since all the variables are defined with respect to the width and height, the change of canvas size will not change the scale of my whale.

As described in the short description, this program contains of two well-organized tabs, the first one is the code for main program and the second one defines the movements of whale and bubble. For the movement part , I make use of the PVector class to make the code efficient and clean.