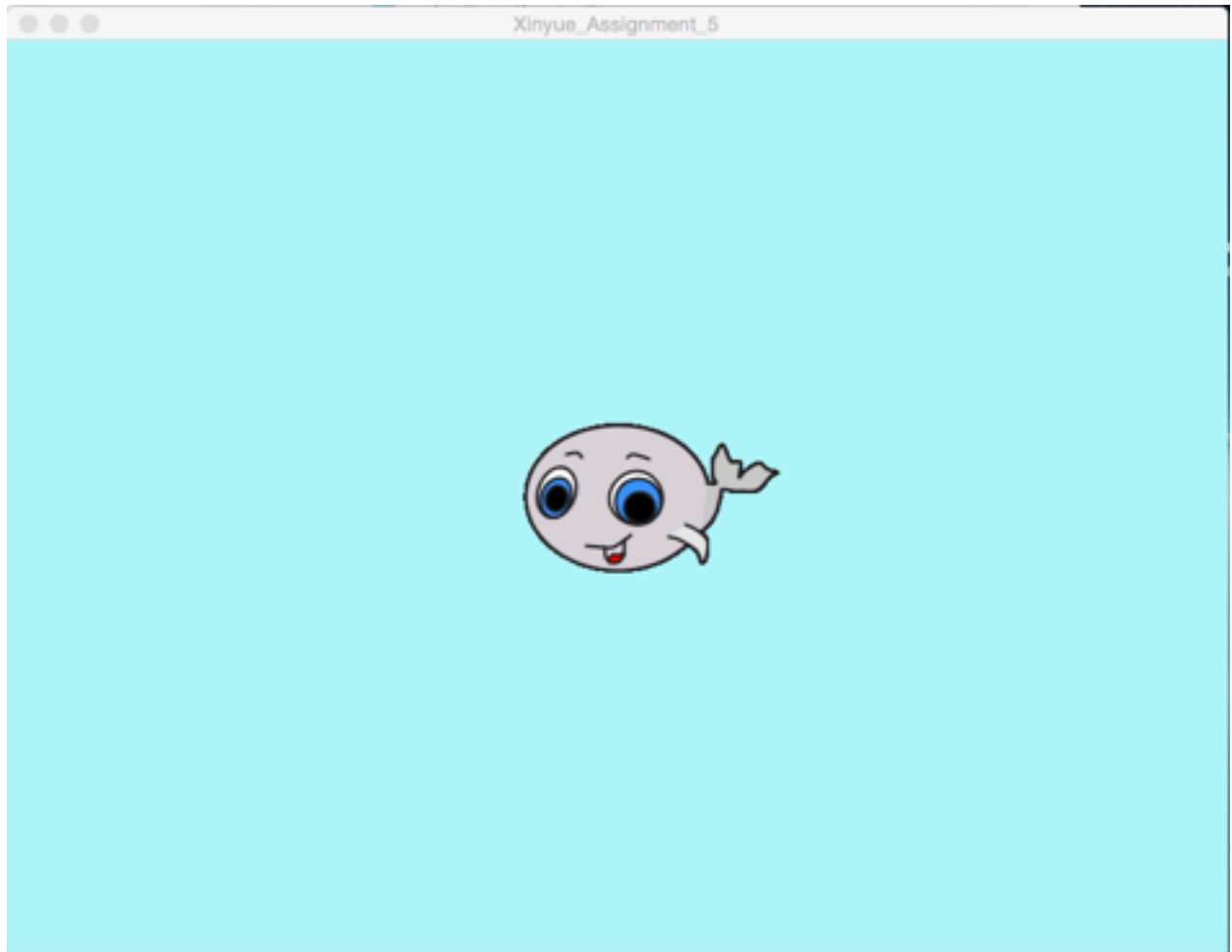Xinyue Zhang
CS 110 - Section 1
Professor Tao
Mar 31th, 2015

Assignment V

TITLE: Underwater Creature

Short Description:

This program make use of a class titled XZhangThingy and calls the constructor to display a

cute whale named Thomas under the sea with twinkling big eyes.

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.