

Inft2012 Application Programming – Notes for week 10

Assignment

Your assignment is due at the end of next week, and most students will spend the lab class working on that. Therefore there are no required exercises for this week. Next week's notes will have some exercises that relate to this week's and next week's lectures. However . . .

Lab exercise

Students who have finished their assignments and would like an extra challenge might like to extend the Ball example so that multiple balls can be drawn on the screen at the same time, and can all bounce. At present the program clears the screen before drawing a ball. It would still be necessary to clear the screen, but the program would then need to draw all the active balls.

You might consider giving Ball a record of all Balls that are active, but that can't be done, because the variable(s) would need to be outside Ball.

Perhaps you could give Ball an extra boolean instance variable, `bPrime`, that notes whether a ball is the prime ball; only one of the active balls can be the prime ball; and only the prime ball clears the screen before being drawn. This will clearly involve some serious design, as in lecture 9.