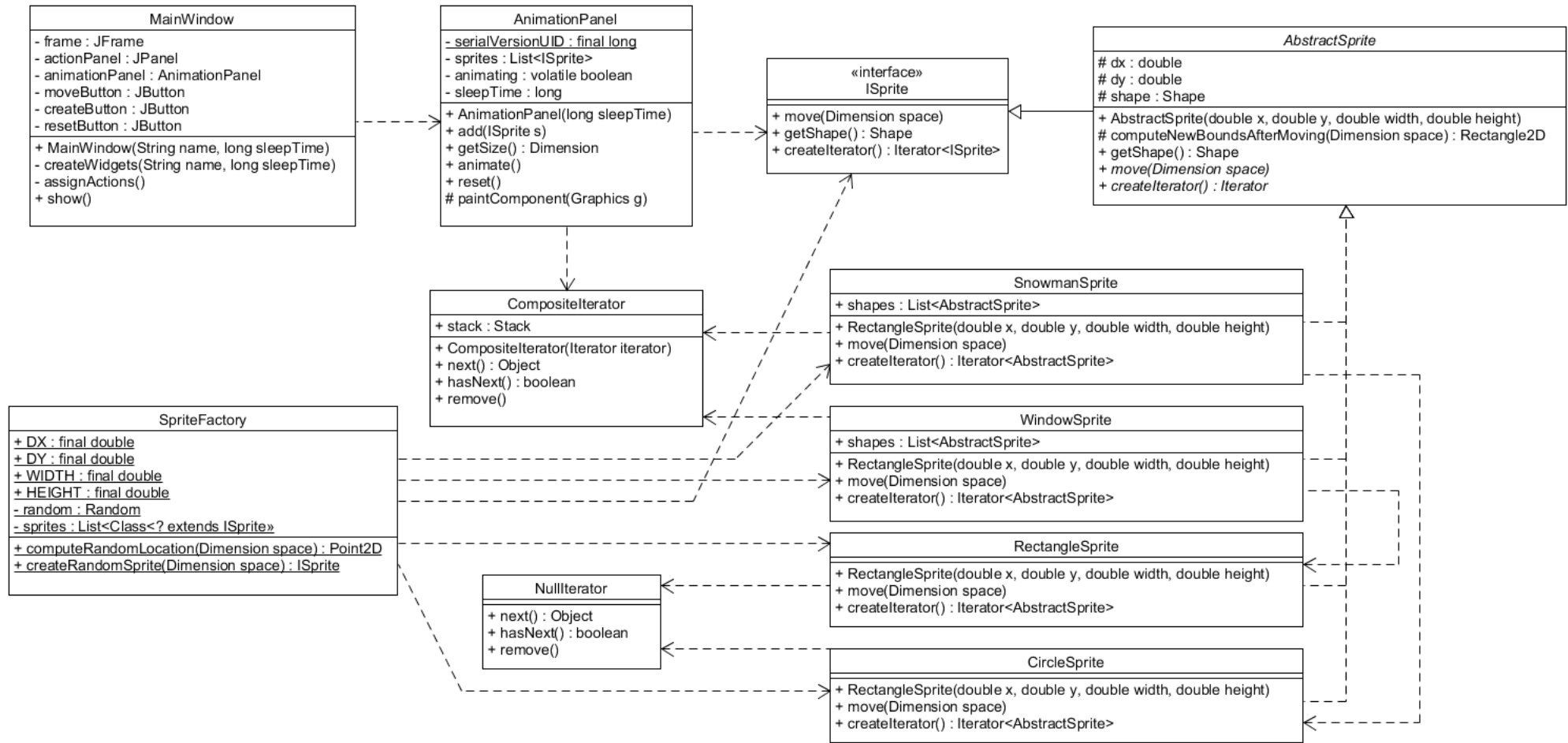


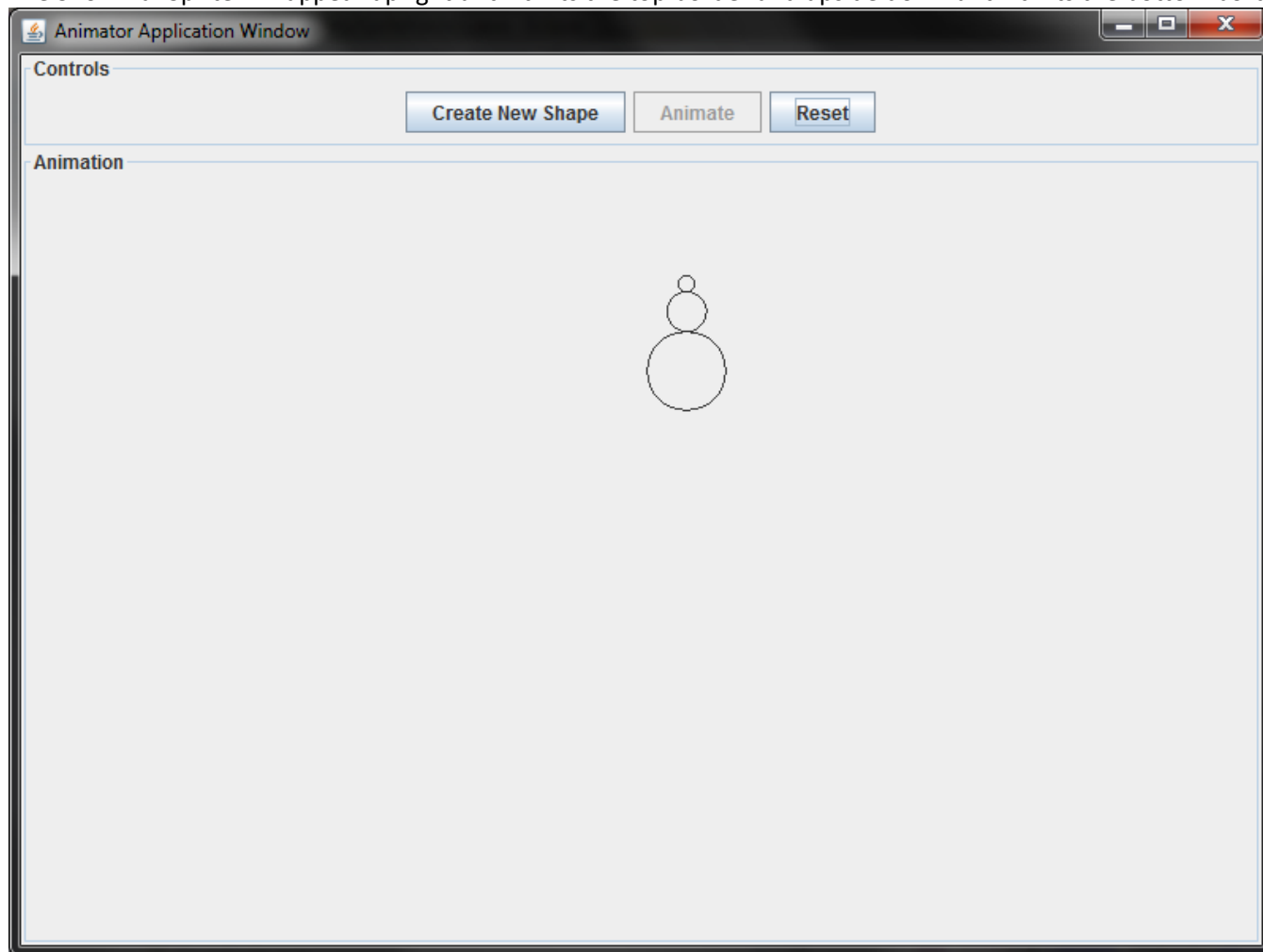
1.

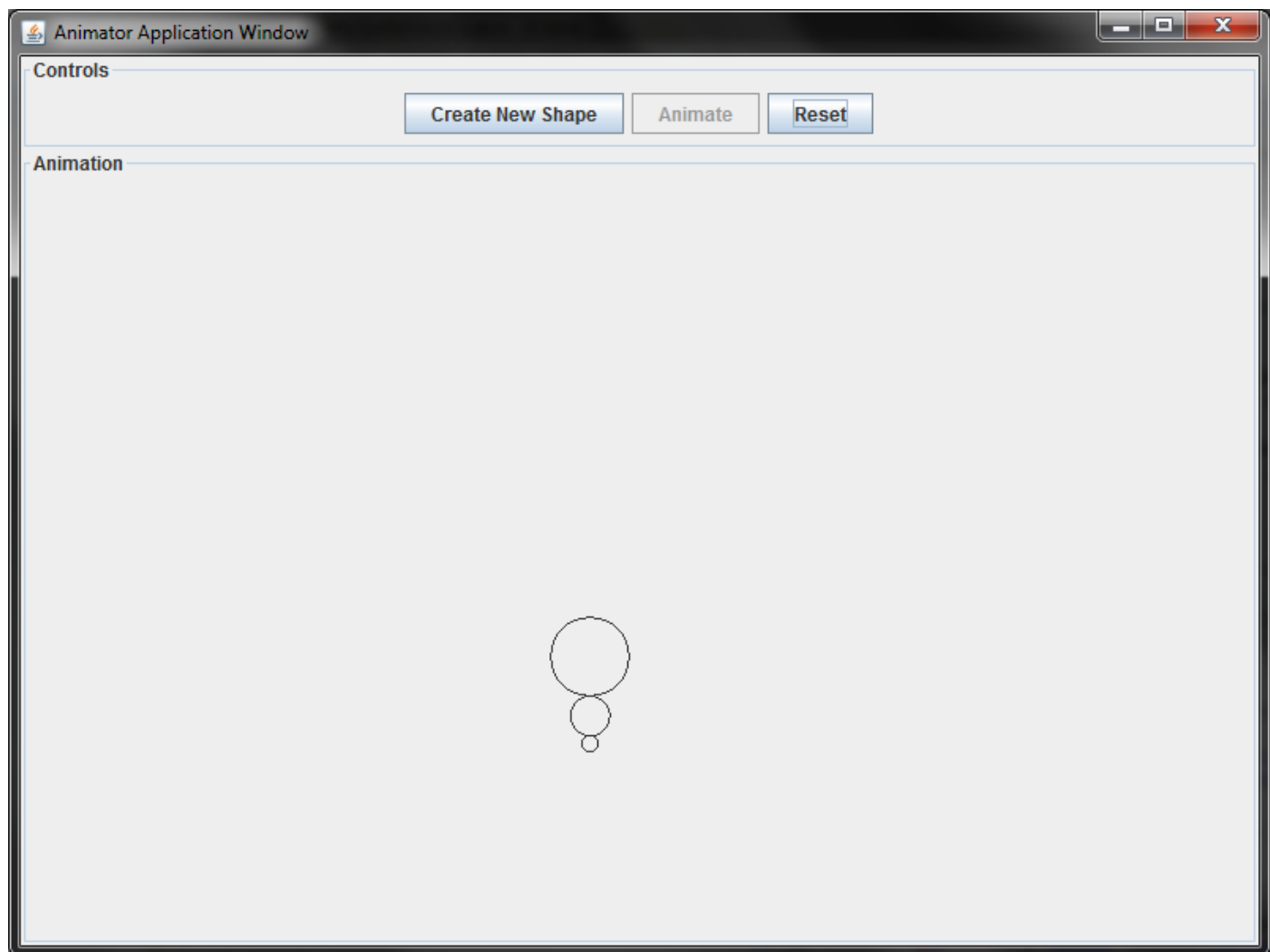


This design implements the Composite pattern, utilizing a Composite Iterator to handle the Sprites with children. The Sprites with children are the `SnowmanSprite` and `WindowSprite` which use 3 `CircleSprites` and 3 `RectangleSprites`, respectively. The Sprites without children are the `CircleSprite` and `RectangleSprite` which utilize a `NullIterator` because they are leaves. The `AnimationPanel` handles all of the movement and drawing of the Sprites.

3.

The SnowmanSprite will appear upright until it hits the top border and upside down until it hits the bottom border.





The WindowSprite maintains the same appearance while it moves.

