

## Steps to Completing the Car Class for Buffet Frogger

Please follow the instructions closely. You are editing the Car class you made for someone so that they (a buffet student) will be EASILY able to complete the Frogger game. Check out the laboutput for lab 67 to see an example completed frogger game.

### Update Car's

- a) Make a bounding box around car and add a get bounding box method to the Car class:

```
public Rectangle getBoundingBox()
```

Note: don't draw() the bounding box, it is just there for collisions, also, add bounding box to the translate method.

- b) Add getX(), getY(), getWidth(), getHeight() methods to car class
- c) add translate(x,y) to car class
- d) Add an abstract class **Car** to the pkg folder (copy mine below)

```
package pkg;  
public abstract class Car  
{  
    public abstract void fill();  
    public abstract void draw();  
    public abstract void translate(double x, double y);  
    public abstract Rectangle getBoundingBox();  
    public abstract double getX();  
    public abstract double getY();  
    public abstract double getHeight();  
    public abstract double getWidth();  
}
```

e) Extend your specific car class:

For example:

```
public class JacobCarP1 extends Car
{
    Blah, blah, blah...
```

f) Make one global variable of your car in starter.java and construct it so the student knows how to deal with the abstract class. Example:

```
private static Car fred; // global variable

fred = new JacobCarP1(20,30); // in psvm
fred.fill();
```

g) For an example of a complete Car class look at:

\\NeatoTextBook20\\extra\\Final Cars ready for Frogger\\JacobCarP1

- h) Make sure you test all methods you write.
- i) Make sure student's pkg folder has Emoji.java in it
- j) Give updated folder to the student and me
- k) THANKS!