

Review - input, graphics

Mr. Neat
Java

Perhaps New Idea

- Can utilize BOTH windows in one program
 - graphics (Canvas)
 - command (black terminal window)
- Use terminal window to get input
- Show graphical output using the user input values

Next Lab...

- Ask the user for the time delay (inverse of speed) for the Recycled *Rectangle*
- Use this value to control the Rect recycle speed