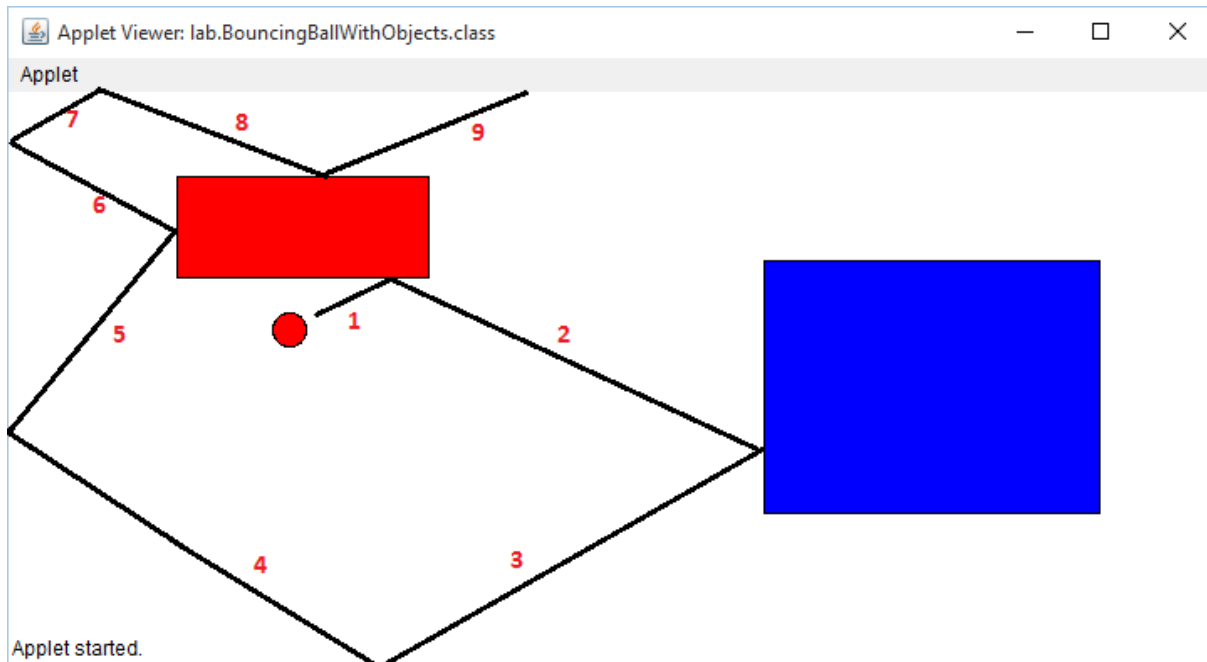


CS101 Homework 3: Tic Tac Toe Game

Deadline March 30, 2016 Wednesday 23:55 p.m.

You will write a **GraphicsProgram** called **BouncingBallWithObstacles.java**, which is an extension of Question 2 of Lab 04. Same rules are valid for this problem. In addition to those rules, there will be two different sized obstacles in the grid. When the ball hits any obstacles, it will bounce back as seen in the following figure. Note that the numbers on the lines show the order of the actions. For instance, the red ball moves in the direction of the line 1 and then it hits the red obstacle and bounce back towards the blue obstacle (Line 2). This will continue forever (till you close the program). In other words, it will not end up with the ninth move.



Coding Instructions:

Submit a file named **TicTacToe.java** to the LMS **submissions with different names will be disregarded!**

Make sure your program **compiles and runs before submitting otherwise you will get 0 from your homework (no exceptions).**

The first lines of your code must include your name, surname, student number, and department as a comment. An example comment is as follows:

```
/* John Smith S0001 Department of Computer Science */
```

Submit .java files only. Do NOT submit .rar, .zip, .doc, .class, etc. files.

IMPORTANT : Add comments to your code that briefly explains what your code does such as :

```
int n; // n holds the number of square  
if ( n > 0) // test whether the value of n is greater than zero
```

Warning: You will continue working on this assignment; therefore write neat and clean code (e.g. meaningful variable names, indentation).