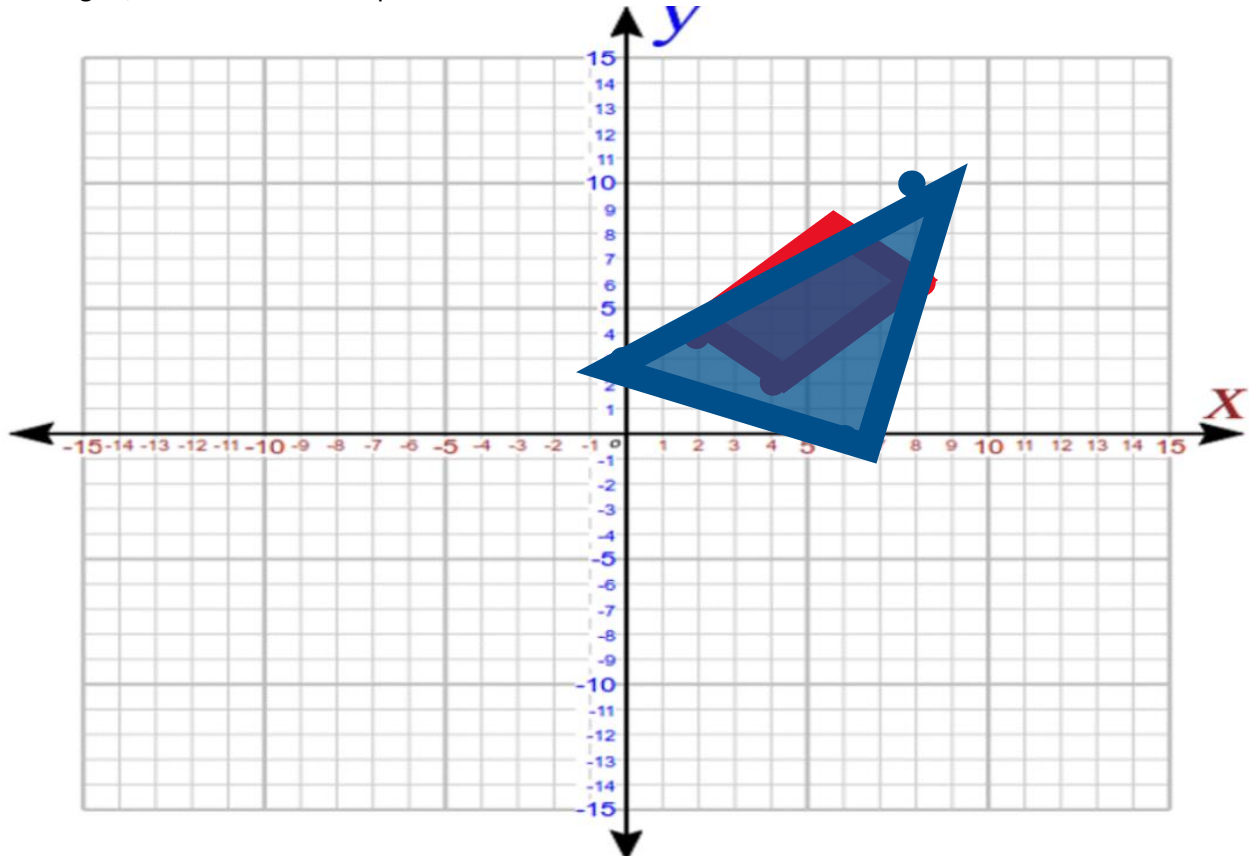Jose Flores

Attendance Quiz 6

04/05/16

(1) Yes because there is overlapping in the shapes, according to bounding circles and bounding rectangles, their vertices overlap

(2) The run first invokes the iterator and starts a while loop that invokes the move command to those objects that are moveable. It then invokes the iterator again to look for a collideable object and then another while loop to check for another collideable object . Then it calls the collidesWith() method to check if the two objects positions are colliding if they are then it calls the handleCollision() method to remove the objects. Finally it redraws the world.