Fish Boid Project

Timelines SW

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## Overview

A timeline is used to create animations by changing a writable value over time. This is done using keyframes which are executed in order of a specified time. When using it indefinitely, I ca run an algorithm indefinitely creating an animation that runs until it is stopped. You cannot change the list of keyframes while the timeline is running which is fine since the same algorithm for fish and sharks will be run continuously without changing.

## Example

A white background with black text

AI-generated content may be incorrect.

**References**

1. Oracle.com. (2015). *Timeline (JavaFX 8)*. [online] Available at: https://docs.oracle.com/javase/8/javafx/api/javafx/animation/Timeline.html [Accessed 02 Jul. 2025].

**DOCUMENT HISTORY**

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