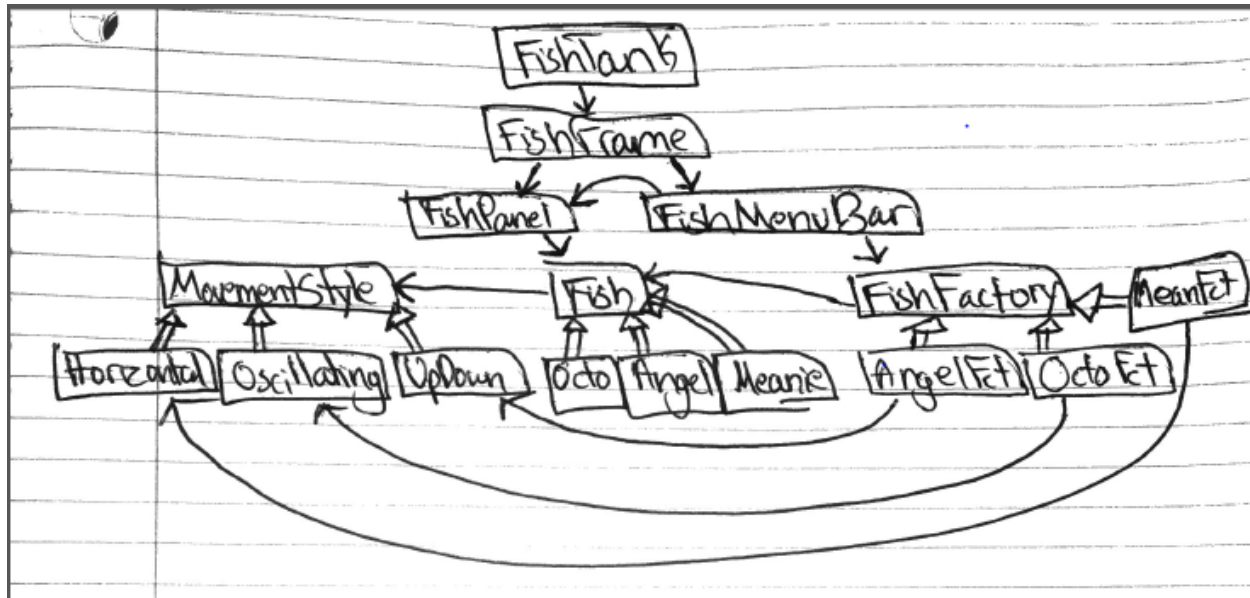Jack Flaherty

9a

1.)

2.)

a) FishTank, FishFrame

b) FishFactory (and 3 subclasses), MovementStyle (and 3 subclasses)

c) FishPanel – View part involves paintComponent(), background coloring, and suspending movement. Model part involves addFish() which is called by the MenuBar onClick and tick() which moves the Fish

FishMenuBar – View part involves the JMenuComponents being created and added to the panel. Model part involves newFish() being called with the onClick on the Menu which triggers FishPanel's addFish.

Fish (and 3 subclasses) – View part involves diplay() and getImg(). Model part involves moving the Fish using the movementStyle, and changes to the image and positions of the model data (fish)

3.)

 a) Moving (style and changes to actual position of fish), Creation (making and adding fish to database of fish)

b) Tank information (size, background color), Frame, Panel, Menu and JComponents as well as listeners on MenuComponents, displaying fish

c) makeFish(), suspend()

d) displayFish()

e) addFish(), suspend()

f) createFish()

g) The Model will tick() and keep track of each unit of time passing. As it does, the Model is best able to change the data about the Fish. The View can be the actionListener.