**Animation | Ocean**

**Afbeelding met tekst, iPod, elektronica

Automatisch gegenereerde beschrijving**

# Ocean.java

package OCEAN;

import java.awt.Color;

import acm.graphics.GImage;

import acm.graphics.GRect;

import acm.program.GraphicsProgram;

/\*

\* File: ocean.java

\* ----------------

\* this program is a animation that we had to made for a project.

\* I put every major part in a private void for easy navigation.

\* I also used a lot of object.move to make the animation move.

\* inspiration: https://www.pixilart.com/art/ocean-pixel-art-fcaf411100b9774

\* author: Kyano De Maertelaere

\*/

public class ocean extends GraphicsProgram {

GCloud cloud = new GCloud();

GCloud cloud2 = new GCloud();

GCloud cloud3 = new GCloud();

GImage crab = new GImage("C:\\Users\\Kyano\\Documents\\AllesMap\\School\\KyAnO sChOoL 2021-2022\\Programmeren\\fotos\\crab.png");

GImage chest1 = new GImage("C:\\Users\\Kyano\\Documents\\AllesMap\\School\\KyAnO sChOoL 2021-2022\\Programmeren\\fotos\\chest.png");

GImage chest2 = new GImage("C:\\Users\\Kyano\\Documents\\AllesMap\\School\\KyAnO sChOoL 2021-2022\\Programmeren\\fotos\\chest2.png");

GImage chest3 = new GImage("C:\\Users\\Kyano\\Documents\\AllesMap\\School\\KyAnO sChOoL 2021-2022\\Programmeren\\fotos\\chest3.png");

GSchelp schelp = new GSchelp();

GVis vis = new GVis();

GShark shark = new GShark();

GSeahorse seahorse = new GSeahorse();

public void run() {

landschap();

pause(500);

schelp();

chest();

chase();

mrCrabs();

}

private void wolken() {

cloud.move(0.01, 0);

cloud2.move(0.01, 0);

cloud3.move(0.01, 0);

}

//This is the background scène

private void landschap() {

setSize(1000, 1000);

GRect sky = new GRect(0, 0, 1000, 1000);

sky.setColor(Color.decode("#87ceeb"));

sky.setFillColor(Color.decode("#87ceeb"));

sky.setFilled(true);

add(sky);

GRect water = new GRect(0, 400, 1000, 600);

water.setColor(Color.decode("#2389da"));

water.setFillColor(Color.decode("#2389da"));

water.setFilled(true);

add(water);

GRect waterRand = new GRect(0, 390, 1000, 10);

waterRand.setColor(Color.decode("#1ca3ec"));

waterRand.setFillColor(Color.decode("#1ca3ec"));

waterRand.setFilled(true);

add(waterRand);

GRect sand = new GRect(0, 780, 1000, 220);

sand.setColor(Color.decode("#f5cc4d"));

sand.setFillColor(Color.decode("#f5cc4d"));

sand.setFilled(true);

add(sand);

GRect sand1 = new GRect(0, 750, 200, 250);

sand1.setColor(Color.decode("#f5cc4d"));

sand1.setFillColor(Color.decode("#f5cc4d"));

sand1.setFilled(true);

add(sand1);

GRect sand2 = new GRect(40, 740, 100, 260);

sand2.setColor(Color.decode("#f5cc4d"));

sand2.setFillColor(Color.decode("#f5cc4d0"));

sand2.setFilled(true);

add(sand2);

GRect sand3 = new GRect(40, 740, 100, 260);

sand3.setColor(Color.decode("#f5cc4d"));

sand3.setFillColor(Color.decode("#f5cc4d"));

sand3.setFilled(true);

add(sand3);

GRect sand4 = new GRect(100, 770, 300, 230);

sand4.setColor(Color.decode("#f5cc4d"));

sand4.setFillColor(Color.decode("#f5cc4d"));

sand4.setFilled(true);

add(sand4);

GRect sand5 = new GRect(100, 760, 220, 240);

sand5.setColor(Color.decode("#f5cc4d"));

sand5.setFillColor(Color.decode("#f5cc4d"));

sand5.setFilled(true);

add(sand5);

GRect sand6 = new GRect(750, 700, 220, 300);

sand6.setColor(Color.decode("#f5cc4d"));

sand6.setFillColor(Color.decode("#f5cc4d"));

sand6.setFilled(true);

add(sand6);

GRect sand7 = new GRect(520, 750, 220, 250);

sand7.setColor(Color.decode("#f5cc4d"));

sand7.setFillColor(Color.decode("#f5cc4d"));

sand7.setFilled(true);

add(sand7);

GRect sand8 = new GRect(450, 765, 220, 235);

sand8.setColor(Color.decode("#f5cc4d"));

sand8.setFillColor(Color.decode("#f5cc4d"));

sand8.setFilled(true);

add(sand8);

GRect sand9 = new GRect(500, 745, 220, 255);

sand9.setColor(Color.decode("#f5cc4d"));

sand9.setFillColor(Color.decode("#f5cc4d"));

sand9.setFilled(true);

add(sand9);

GRect sand10 = new GRect(600, 725, 400, 275);

sand10.setColor(Color.decode("#f5cc4d"));

sand10.setFillColor(Color.decode("#f5cc4d"));

sand10.setFilled(true);

add(sand10);

GRect sand11 = new GRect(900, 680, 100, 320);

sand11.setColor(Color.decode("#f5cc4d"));

sand11.setFillColor(Color.decode("#f5cc4d"));

sand11.setFilled(true);

add(sand11);

GRect sand12 = new GRect(820, 690, 100, 310);

sand12.setColor(Color.decode("#f5cc4d"));

sand12.setFillColor(Color.decode("#f5cc4d"));

sand12.setFilled(true);

add(sand12);

GRect sand13 = new GRect(475, 755, 50, 50);

sand13.setColor(Color.decode("#f5cc4d"));

sand13.setFillColor(Color.decode("#f5cc4d"));

sand13.setFilled(true);

add(sand13);

GRect sand14 = new GRect(650, 715, 100, 250);

sand14.setColor(Color.decode("#f5cc4d"));

sand14.setFillColor(Color.decode("#f5cc4d"));

sand14.setFilled(true);

add(sand14);

GRect sand15 = new GRect(550, 735, 100, 265);

sand15.setColor(Color.decode("#f5cc4d"));

sand15.setFillColor(Color.decode("#f5cc4d"));

sand15.setFilled(true);

add(sand15);

GRect sandcol = new GRect(500, 800, 80, 15);

sandcol.setColor(Color.decode("#ffd500"));

sandcol.setFillColor(Color.decode("#ffd500"));

sandcol.setFilled(true);

add(sandcol);

GRect sandcol1 = new GRect(570, 785, 40, 15);

sandcol1.setColor(Color.decode("#ffd500"));

sandcol1.setFillColor(Color.decode("#ffd500"));

sandcol1.setFilled(true);

add(sandcol1);

GRect sandcol2 = new GRect(610, 770, 40, 15);

sandcol2.setColor(Color.decode("#ffd500"));

sandcol2.setFillColor(Color.decode("#ffd500"));

sandcol2.setFilled(true);

add(sandcol2);

GRect sandcol3 = new GRect(200, 900, 50, 15);

sandcol3.setColor(Color.decode("#ffd500"));

sandcol3.setFillColor(Color.decode("#ffd500"));

sandcol3.setFilled(true);

add(sandcol3);

GRect sandcol4 = new GRect(250, 885, 30, 15);

sandcol4.setColor(Color.decode("#ffd500"));

sandcol4.setFillColor(Color.decode("#ffd500"));

sandcol4.setFilled(true);

add(sandcol4);

GRect sandcol5 = new GRect(800, 895, 55, 15);

sandcol5.setColor(Color.decode("#ffd500"));

sandcol5.setFillColor(Color.decode("#ffd500"));

sandcol5.setFilled(true);

add(sandcol5);

GRect sandcol6 = new GRect(840, 880, 45, 15);

sandcol6.setColor(Color.decode("#ffd500"));

sandcol6.setFillColor(Color.decode("#ffd500"));

sandcol6.setFilled(true);

add(sandcol6);

GRect sandcol7 = new GRect(870, 865, 30, 15);

sandcol7.setColor(Color.decode("#ffd500"));

sandcol7.setFillColor(Color.decode("#ffd500"));

sandcol7.setFilled(true);

add(sandcol7);

GRect sandcol8 = new GRect(900, 850, 15, 15);

sandcol8.setColor(Color.decode("#ffd500"));

sandcol8.setFillColor(Color.decode("#ffd500"));

sandcol8.setFilled(true);

add(sandcol8);

GRect sandcol9 = new GRect(915, 820, 15, 30);

sandcol9.setColor(Color.decode("#ffd500"));

sandcol9.setFillColor(Color.decode("#ffd500"));

sandcol9.setFilled(true);

add(sandcol9);

add(cloud, 100, 0);

add(cloud2, 500, 100);

add(cloud3, -300, 75);

}

//this makes the shell drop down

private void schelp() {

add(schelp, 0, -900);

while (schelp.getY() < -485) {

schelp.move(0, 4);

pause(8);

wolken();

}

for (int i = 0; i < 40; i++) {

schelp.move(0.35, 2);

pause(8);

wolken();

}

while (schelp.getY() < 0) {

for (int i = 0; i < 52; i++) {

schelp.move(-0.35, 2);

pause(8);

wolken();

}

for (int i = 0; i < 52; i++) {

schelp.move(0.35, 2);

pause(8);

wolken();

}

}

}

//this makes the chest drop down

private void chest() {

add(chest1, 610, -300);

while (chest1.getY() < 250) {

chest1.move(0, 4);

pause(6);

wolken();

}

while (chest1.getY() < 595) {

chest1.move(0, 2);

pause(6);

wolken();

}

}

//this will make the fish chase the shark

private void chase() {

add(vis, 1000, 500);

add(shark, 1100, 400);

while (vis.getX() > -500) {

for (int i = 0; i < 150; i++) {

vis.move(-1, 0.30);

shark.move(-1, 0.30);

pause(4);

wolken();

}

for (int i = 0; i < 50; i++) {

vis.move(-1, -0.30);

shark.move(-1, 0.30);

pause(4);

wolken();

}

for (int i = 0; i < 150; i++) {

vis.move(-1, -0.30);

shark.move(-1, -0.30);

pause(4);

wolken();

}

for (int i = 0; i < 50; i++) {

vis.move(-1, 0.30);

shark.move(-1, -0.30);

pause(4);

wolken();

}

}

}

//this is the part where mr crabs runs away from the seahorse and jumps in the chest

private void mrCrabs() {

add(crab, -100, 670);

add(seahorse, -300, 400);

for (int i = 0; i < 50; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, -10);

for (int i = 0; i < 110; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, 10);

for (int i = 0; i < 90; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, 10);

for (int i = 0; i < 115; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, 10);

for (int i = 0; i < 65; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, 10);

for (int i = 0; i < 40; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

crab.move(0, -15);

for (int i = 0; i < 15; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

crab.move(0, -10);

for (int i = 0; i < 30; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

crab.move(0, -10);

for (int i = 0; i < 60; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

crab.move(0, -10);

for (int i = 0; i < 30; i++) {

crab.move(1, 0);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

remove(chest1);

add(chest2, 608, 528);

for (int i = 0; i < 40; i++) {

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

remove(chest2);

add(chest3, 610, 516);

for (int i = 0; i < 100; i++) {

crab.move(0.2, -1);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

for (int i = 0; i < 40; i++) {

crab.move(1, 0.4);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

for (int i = 0; i < 40; i++) {

crab.move(0.2, 1);

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

remove(crab);

remove(chest3);

add(chest2, 608, 528);

for (int i = 0; i < 40; i++) {

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

remove(chest2);

add(chest1, 610, 595);

for (int i = 0; i < 200; i++) {

pause(6);

seahorse.move(0.9, 0.3);

wolken();

}

for (int i = 0; i < 350; i++) {

pause(6);

seahorse.move(0.9, -0.3);

wolken();

}

}

}

# GVis.java

package OCEAN;

import java.awt.Color;

import acm.graphics.GCompound;

import acm.graphics.GRect;

/\*

\* File: GVis.java

\* ----------------

\* This is the fish in the animation, i used GCompound to make it move as 1 part.

\* author: Kyano De Maertelaere

\*/

public class GVis extends GCompound {

public GVis() {

GRect visBody = new GRect(40, 50);

visBody.setColor(Color.decode("#FFA500"));

visBody.setFillColor(Color.decode("#FFA500"));

visBody.setFilled(true);

add(visBody, 30, 30);

GRect lip = new GRect(10, 10);

lip.setColor(Color.decode("#FFA500"));

lip.setFillColor(Color.decode("#FFA500"));

lip.setFilled(true);

add(lip, 20, 40);

GRect lip1 = new GRect(10, 10);

lip1.setColor(Color.decode("#FFA500"));

lip1.setFillColor(Color.decode("#FFA500"));

lip1.setFilled(true);

add(lip1, 20, 60);

GRect staart = new GRect(20, 30);

staart.setColor(Color.decode("#FFA500"));

staart.setFillColor(Color.decode("#FFA500"));

staart.setFilled(true);

add(staart, 70, 40);

GRect staart1 = new GRect(10, 20);

staart1.setColor(Color.decode("#FFA500"));

staart1.setFillColor(Color.decode("#FFA500"));

staart1.setFilled(true);

add(staart1, 90, 30);

GRect staart2 = new GRect(10, 20);

staart2.setColor(Color.decode("#FFA500"));

staart2.setFillColor(Color.decode("#FFA500"));

staart2.setFilled(true);

add(staart2, 90, 60);

GRect eye = new GRect(10, 10);

eye.setColor(Color.decode("#000000"));

eye.setFillColor(Color.decode("#000000"));

eye.setFilled(true);

add(eye, 40, 40);

}

}

# GShark

package OCEAN;

import java.awt.Color;

import acm.graphics.GCompound;

import acm.graphics.GRect;

/\*

\* File: GShark.java

\* ----------------

\* This is the shark in the animation, i used GCompound to make it move as 1 part.

\* author: Kyano De Maertelaere

\*/

public class GShark extends GCompound{

public GShark() {

GRect sharkBody = new GRect(150, 80);

sharkBody.setColor(Color.decode("#A6A6A6"));

sharkBody.setFillColor(Color.decode("#A6A6A6"));

sharkBody.setFilled(true);

add(sharkBody, 130, 110);

GRect tail = new GRect(20, 70);

tail.setColor(Color.decode("#A6A6A6"));

tail.setFillColor(Color.decode("#A6A6A6"));

tail.setFilled(true);

add(tail, 280, 110);

GRect tail1 = new GRect(10, 60);

tail1.setColor(Color.decode("#A6A6A6"));

tail1.setFillColor(Color.decode("#A6A6A6"));

tail1.setFilled(true);

add(tail1, 300, 110);

GRect tail2 = new GRect(20, 50);

tail2.setColor(Color.decode("#A6A6A6"));

tail2.setFillColor(Color.decode("#A6A6A6"));

tail2.setFilled(true);

add(tail2, 310, 120);

GRect tail3 = new GRect(20, 40);

tail3.setColor(Color.decode("#A6A6A6"));

tail3.setFillColor(Color.decode("#A6A6A6"));

tail3.setFilled(true);

add(tail3, 330, 130);

GRect tail4 = new GRect(30, 40);

tail4.setColor(Color.decode("#A6A6A6"));

tail4.setFillColor(Color.decode("#A6A6A6"));

tail4.setFilled(true);

add(tail4, 350, 140);

GRect tail5 = new GRect(20, 30);

tail5.setColor(Color.decode("#A6A6A6"));

tail5.setFillColor(Color.decode("#A6A6A6"));

tail5.setFilled(true);

add(tail5, 370, 170);

GRect tail6 = new GRect(20, 30);

tail6.setColor(Color.decode("#A6A6A6"));

tail6.setFillColor(Color.decode("#A6A6A6"));

tail6.setFilled(true);

add(tail6, 370, 120);

GRect tail7 = new GRect(20, 15);

tail7.setColor(Color.decode("#A6A6A6"));

tail7.setFillColor(Color.decode("#A6A6A6"));

tail7.setFilled(true);

add(tail7, 380, 105);

GRect head = new GRect(50, 80);

head.setColor(Color.decode("#A6A6A6"));

head.setFillColor(Color.decode("#A6A6A6"));

head.setFilled(true);

add(head, 100, 100);

GRect head1 = new GRect(10, 70);

head1.setColor(Color.decode("#A6A6A6"));

head1.setFillColor(Color.decode("#A6A6A6"));

head1.setFilled(true);

add(head1, 90, 100);

GRect head2 = new GRect(10, 45);

head2.setColor(Color.decode("#A6A6A6"));

head2.setFillColor(Color.decode("#A6A6A6"));

head2.setFilled(true);

add(head2, 80, 110);

GRect water = new GRect(40, 20);

water.setColor(Color.decode("#2389da"));

water.setFillColor(Color.decode("#2389da"));

water.setFilled(true);

add(water, 80, 122.5);

GRect head3 = new GRect(10, 10);

head3.setColor(Color.decode("#A6A6A6"));

head3.setFillColor(Color.decode("#A6A6A6"));

head3.setFilled(true);

add(head3, 110, 122.5);

GRect eye = new GRect(10, 10);

eye.setColor(Color.decode("#000000"));

eye.setFillColor(Color.decode("#000000"));

eye.setFilled(true);

add(eye, 120, 110);

GRect teeth = new GRect(10, 10);

teeth.setColor(Color.decode("#ffffff"));

teeth.setFillColor(Color.decode("#ffffff"));

teeth.setFilled(true);

add(teeth, 100, 132.5);

GRect teeth1 = new GRect(10, 10);

teeth1.setColor(Color.decode("#ffffff"));

teeth1.setFillColor(Color.decode("#ffffff"));

teeth1.setFilled(true);

add(teeth1, 80, 132.5);

GRect teeth2 = new GRect(10, 10);

teeth2.setColor(Color.decode("#ffffff"));

teeth2.setFillColor(Color.decode("#ffffff"));

teeth2.setFilled(true);

add(teeth2, 90, 122.5);

GRect fin = new GRect(50, 10);

fin.setColor(Color.decode("#A6A6A6"));

fin.setFillColor(Color.decode("#A6A6A6"));

fin.setFilled(true);

add(fin, 190, 200);

GRect fin1 = new GRect(70, 10);

fin1.setColor(Color.decode("#A6A6A6"));

fin1.setFillColor(Color.decode("#A6A6A6"));

fin1.setFilled(true);

add(fin1, 180, 100);

GRect fin2 = new GRect(50, 10);

fin2.setColor(Color.decode("#A6A6A6"));

fin2.setFillColor(Color.decode("#A6A6A6"));

fin2.setFilled(true);

add(fin2, 190, 90);

GRect fin3 = new GRect(50, 10);

fin3.setColor(Color.decode("#A6A6A6"));

fin3.setFillColor(Color.decode("#A6A6A6"));

fin3.setFilled(true);

add(fin3, 200, 80);

GRect fin4 = new GRect(50, 10);

fin4.setColor(Color.decode("#A6A6A6"));

fin4.setFillColor(Color.decode("#A6A6A6"));

fin4.setFilled(true);

add(fin4, 210, 70);

GRect fin5 = new GRect(50, 10);

fin5.setColor(Color.decode("#A6A6A6"));

fin5.setFillColor(Color.decode("#A6A6A6"));

fin5.setFilled(true);

add(fin5, 180, 190);

GRect black = new GRect(10, 10);

black.setColor(Color.decode("#000000"));

black.setFillColor(Color.decode("#000000"));

black.setFilled(true);

add(black, 160, 130);

GRect black1 = new GRect(10, 10);

black1.setColor(Color.decode("#000000"));

black1.setFillColor(Color.decode("#000000"));

black1.setFilled(true);

add(black1, 180, 130);

GRect black2 = new GRect(10, 30);

black2.setColor(Color.decode("#000000"));

black2.setFillColor(Color.decode("#000000"));

black2.setFilled(true);

add(black2, 150, 140);

GRect black3 = new GRect(10, 30);

black3.setColor(Color.decode("#000000"));

black3.setFillColor(Color.decode("#000000"));

black3.setFilled(true);

add(black3, 170, 140);

}

}

# GSeahorse

package OCEAN;

import java.awt.Color;

import acm.graphics.GCompound;

import acm.graphics.GRect;

/\*

\* File: GSeahorse.java

\* ----------------

\* This is the seahorse in the animation, i used GCompound to make it move as 1 part.

\* author: Kyano De Maertelaere

\*/

public class GSeahorse extends GCompound{

public GSeahorse() {

GRect seaHorse = new GRect(10, 110);

seaHorse.setColor(Color.decode("#F7F676"));

seaHorse.setFillColor(Color.decode("#F7F676"));

seaHorse.setFilled(true);

add(seaHorse, 50, 50);

GRect seaHorseBod = new GRect(10, 30);

seaHorseBod.setColor(Color.decode("#F7F676"));

seaHorseBod.setFillColor(Color.decode("#F7F676"));

seaHorseBod.setFilled(true);

add(seaHorseBod, 60, 50);

GRect seaHorseBod1 = new GRect(10, 20);

seaHorseBod1.setColor(Color.decode("#F7F676"));

seaHorseBod1.setFillColor(Color.decode("#F7F676"));

seaHorseBod1.setFilled(true);

add(seaHorseBod1, 70, 60);

GRect seaHorseBod2 = new GRect(10, 10);

seaHorseBod2.setColor(Color.decode("#F7F676"));

seaHorseBod2.setFillColor(Color.decode("#F7F676"));

seaHorseBod2.setFilled(true);

add(seaHorseBod2, 80, 70);

GRect seaHorseBod3 = new GRect(10, 50);

seaHorseBod3.setColor(Color.decode("#F7F676"));

seaHorseBod3.setFillColor(Color.decode("#F7F676"));

seaHorseBod3.setFilled(true);

add(seaHorseBod3, 60, 100);

GRect seaHorseBod4 = new GRect(10, 20);

seaHorseBod4.setColor(Color.decode("#F7F676"));

seaHorseBod4.setFillColor(Color.decode("#F7F676"));

seaHorseBod4.setFilled(true);

add(seaHorseBod4, 70, 120);

GRect staart = new GRect(10, 10);

staart.setColor(Color.decode("#F7F676"));

staart.setFillColor(Color.decode("#F7F676"));

staart.setFilled(true);

add(staart, 60, 160);

GRect staart1 = new GRect(10, 10);

staart1.setColor(Color.decode("#F7F676"));

staart1.setFillColor(Color.decode("#F7F676"));

staart1.setFilled(true);

add(staart1, 70, 170);

GRect staart2 = new GRect(10, 20);

staart2.setColor(Color.decode("#F7F676"));

staart2.setFillColor(Color.decode("#F7F676"));

staart2.setFilled(true);

add(staart2, 80, 150);

GRect eye = new GRect(10, 10);

eye.setColor(Color.decode("#000000"));

eye.setFillColor(Color.decode("#000000"));

eye.setFilled(true);

add(eye, 60, 60);

}

}

# GSchelp

package OCEAN;

import java.awt.Color;

import acm.graphics.GCompound;

import acm.graphics.GRect;

public class GSchelp extends GCompound {

/\*

\* File: GSchelp.java

\* ----------------

\* This is the shell in the animation, i used GCompound to make it move as 1 part.

\* author: Kyano De Maertelaere

\*/

public GSchelp() {

GRect schelpP2 = new GRect(105, 15);

schelpP2.setColor(Color.decode("#800080"));

schelpP2.setFillColor(Color.decode("#800080"));

schelpP2.setFilled(true);

add(schelpP2, 85, 830);

GRect schelp = new GRect(75, 60);

schelp.setColor(Color.decode("#A64CA6"));

schelp.setFillColor(Color.decode("#A64CA6"));

schelp.setFilled(true);

add(schelp, 100, 800);

GRect schelp1 = new GRect(105, 15);

schelp1.setColor(Color.decode("#A64CA6"));

schelp1.setFillColor(Color.decode("#A64CA6"));

schelp1.setFilled(true);

add(schelp1, 85, 815);

GRect schelp2 = new GRect(45, 15);

schelp2.setColor(Color.decode("#A64CA6"));

schelp2.setFillColor(Color.decode("#A64CA6"));

schelp2.setFilled(true);

add(schelp2, 115, 860);

GRect schelpP = new GRect(15, 30);

schelpP.setColor(Color.decode("#800080"));

schelpP.setFillColor(Color.decode("#800080"));

schelpP.setFilled(true);

add(schelpP, 115, 800);

GRect schelpP1 = new GRect(15, 30);

schelpP1.setColor(Color.decode("#800080"));

schelpP1.setFillColor(Color.decode("#800080"));

schelpP1.setFilled(true);

add(schelpP1, 145, 800);

GRect schelpP4 = new GRect(15, 15);

schelpP4.setColor(Color.decode("#800080"));

schelpP4.setFillColor(Color.decode("#800080"));

schelpP4.setFilled(true);

add(schelpP4, 160, 845);

GRect schelpP3 = new GRect(15, 15);

schelpP3.setColor(Color.decode("#800080"));

schelpP3.setFillColor(Color.decode("#800080"));

schelpP3.setFilled(true);

add(schelpP3, 100, 845);

}

}

# GCloud

package OCEAN;

import java.awt.Color;

import acm.graphics.GCompound;

import acm.graphics.GOval;

import acm.graphics.GRect;

/\*

\* File: GCloud.java

\* ----------------

\* This is the cloud in the animation, i used GCompound to make it move as 1 part.

\* author: Kyano De Maertelaere

\*/

public class GCloud extends GCompound {

public GCloud() {

GRect cloud = new GRect(100, 20);

cloud.setColor(Color.decode("#dde7ee"));

cloud.setFillColor(Color.decode("#dde7ee"));

cloud.setFilled(true);

add(cloud, 150, 130);

GOval cloud1 = new GOval(35, 35);

cloud1.setColor(Color.decode("#dde7ee"));

cloud1.setFillColor(Color.decode("#dde7ee"));

cloud1.setFilled(true);

add(cloud1, 130, 115);

GOval cloud2 = new GOval(60, 60);

cloud2.setColor(Color.decode("#dde7ee"));

cloud2.setFillColor(Color.decode("#dde7ee"));

cloud2.setFilled(true);

add(cloud2, 150, 90);

GOval cloud3 = new GOval(45, 45);

cloud3.setColor(Color.decode("#dde7ee"));

cloud3.setFillColor(Color.decode("#dde7ee"));

cloud3.setFilled(true);

add(cloud3, 200, 100);

GOval cloud4 = new GOval(35, 35);

cloud4.setColor(Color.decode("#dde7ee"));

cloud4.setFillColor(Color.decode("#dde7ee"));

cloud4.setFilled(true);

add(cloud4, 235, 115);

}

}