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| --- | --- | --- | --- |
| Non-animated background | Animated lightening | Overloaded constructor Implement Runnable | |
| import java.awt.\*;  import hsa.Console;  import java.lang.\*; // to access Thread class  public class Background  {  private Console c;  //class to make background  public void draw ()  {Code to draw background}  public Background (Console con)  //console is passed as an argument  //so that all animation display on the same  //console  {  c = con;  draw ();  }  } | import java.awt.\*;  import hsa.Console;  import java.lang.\*; // to access Thread class  public class Lightning extends Thread  {  private Console c;  public void lightning ()  { draw lightening code }  public Lightning (Console con)  {  c = con;  }  public void run ()  {  lightning ();  } | import java.awt.\*;  import hsa.Console;  import java.lang.\*; // to access Thread class  public class MovingCloud2 extends Thread  {  private Console c;  private Color cloud;  private int delay;  public void cloud ()  { draw cloud code}  public MovingCloud2 (Console con)  {  c = con;  cloud = new Color (149, 149, 149);  }  // cloud with a Color parameter  public MovingCloud2 (Console con, Color n)  {  c = con;  cloud = n;  }  // cloud with a Color parameter, and a new delay time  public MovingCloud2 (Console con, Color n, int t)  {  c = con;  cloud = n;  delay = t;  }  public void run ()  {  cloud ();  } | import java.awt.\*;  import hsa.Console;  import java.lang.\*; // to access Thread class  public class SinkingBoat implements Runnable  {  private Console c;  public void sinkingBoat ()  { code to design boat}  public SinkingBoat (Console con)  {  c = con;  }  public void run ()  {  sinkingBoat ();  }  ­­­­­  } |

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**SinkingBoat class**

public SinkingBoat (Console con)

{

c = con;

}

public void run ()

{

sinkingBoat ();

}

**public void sinkingBoat ()**

**{**

**SinkingBoat i = new SinkingBoat (c);**

**i.run ();**

**}**

**public void movingCloud ()**

**{**

**MovingCloud2 h1 = new MovingCloud2 (c);**

**h1.start ();**

**MovingCloud2 h2 = new MovingCloud2 (c, Color.green);**

**h2.start ();**

**MovingCloud2 h3= new MovingCloud2 (c, Color.red, 200);**

**h3.start ();**

**}**

**Lightning j = new Lightning (c);**

**{**

**j.start ();**

**}**

myCreation class

methods

**public void background ()**

**{**

**Background b = new Background (c);**

**}**

**MovingCloud class**

public MovingCloud2 (Console con)

{

c = con;

cloud = new Color (149, 149, 149);

}

public MovingCloud2 (Console con, Color n)

{

c = con;

cloud = n;

}

public MovingCloud2 (Console con, Color n, int t)

{

c = con;

cloud = n;

delay = t;

}

public void run ()

{

cloud ();

}

Lightning class

public Lightning (Console con)

{

c = con;

}

public void run ()

{

lightning ();

}

Background class

public Background (Console con)

}

c = con;

draw ();

}