Sources:

1. <https://www.youtube.com/watch?v=p9Y-NBg8eto>  
   This was a tutorial on moving a rectangle around the screen with arrow keys. Not the best tutorial as there wasn’t any source code.
2. <https://www.youtube.com/watch?v=Otl24e_nuyc&list=PL6E90696571998DC2&index=11> Did not use any specific code but learned about collision detection.
3. <https://www.youtube.com/watch?v=E-CJYELJa88&list=PL6E90696571998DC2> This was a game of Pong. Didn’t use any code but learned about threading. Also about drawString
4. <https://www.youtube.com/watch?v=d5rgFKlhRCk&list=PL6E90696571998DC2> Shooting bullet code. Used this one quite intensively. Too bad not very good code. Modified it a bit. To see where I used it; look at my final progam.
5. <http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds> To pause a game for a second.
6. <http://ics3ui.sgrondin.ca/ss15/Many%20Panels.html> Used the example “LayoutViewer” to learn about panels. Nothing much to copy but very useful and applied.
7. <https://www.youtube.com/watch?v=zCRgJAHWEYA> Side scrolling code. Didn’t like the code so I didn’t use any. I feel the need to source it because this is where I learned how to side scroll.

As you can see, most of the sources were not direct copy/pastes but rather learning tools for which I could apply concepts to my own program. To see more in-depth details of sourcing code, my final project will show which specific lines I copied.