Hw 5 due date January 4, 2018

Screen 1   Screen2
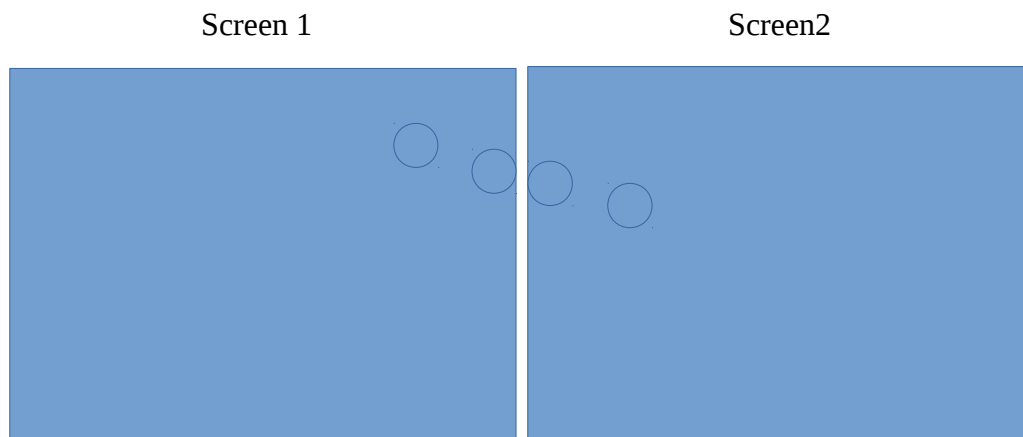

You can find a bouncing ball program at the following link
https://www3.ntu.edu.sg/home/ehchua/programming/java/codes/ball_ex2_oo.jar

A single ball is bouncing inside a rectangular container box in full screen mode. Assume that this
program is running on two computers. If the ball touches the right side border of the first computer
screen, it will emerge from the left side screen border of the second computer . Similarly if the ball
touches the left side screen border of the second computer, it will emerge from the right side screen
border of the first computer.

When the ball touches the right side border, you will capture current attributes of the ball object and
send this information using sockets to the ball bouncing program which is running on the second
computer. This program will create a ball object with the variables received from the first computer.
The ball object on the first computer should be destroyed.

Remember that both computer work as servers and clients. The client of the first computer is the
second computer and the client of the second computer is the first computer.