JAVA:

* 1. Created new instances of circle and square
  2. Makevisible; The dot moves down an increment. MakeInvisible twice remains invisible.
  3. Done. MoveHorizontal, moveVertical, SlowMove,
  4. Changed Color.
  5. It turns black.
  6. Returns an error.
  7. Done. Changed Sizes, Colors, and moved the objects. Added a triangle, square, 2 circles.
  8. Done. Changes the intx/inty position depending on horizontal or vertical movement.
  9. Just clicked on the instance of the object and then input the settings.
  10. Done. Terminal is visible.
  11. Done. Code Pad is visible.

square3.makeVisible()

Error: ';' expected

square3.ma1.

square3.makeInvisible

Error: cannot find symbol - variable makeInvisible

square3.moveRight();

* 1. Done.
  2. I think the Picture class draws the picture by using the objects and arranging them on the screen by x/y co-ordinates using (int //integer)
  3. Done. Viewing code source.
  4. Changed the sun from yellow to blue.
  5. Added new instance of circle to ‘sun2’
  6. (come back to 1.18 – 1.20)
  7. (come back to 1.18 – 1.20)
  8. (come back to 1.18 – 1.20)
  9. Done. Created an object of class student.
  10. Runs fine with no errors, return any value.
  11. Created a new instance of the LabClass and Max number of students of 10.
  12. It runs and return students.size(); successfully
  13. Added students (3) to the labClass.
  14. Prints the students in the labClass that have been instantiated, along with all their information.
  15. Snow White, student ID: A00234, credits: 24

Lisa Simpson, student ID: C22044, credits: 56

Charlie Brown, student ID: A12003, credits: 6

* 1. LabClass has: String Instructor, String room, String timeAndDay, ArrayList<Student> students, and int capacity. (All private)
  2. Printed.
  4. 0 = int, “hello” = string, 101 = int, -1 = int, true = Boolean, “33” = string, 3.1415 = long
  5. You would double click on the class and modify the code directly.
  6. Private void Send(String send){ };
  7. Private void average( int x, int y) { return x / y };
  8. Class. Some objects would be the chapters and the objects would be the information within the chapters.
  9. No. An object is derived from a class. Therefore it would need to be implemented into the class that it is derived from.