

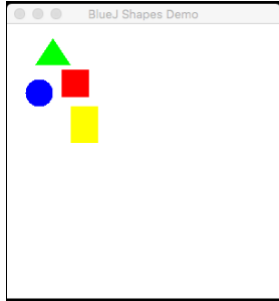
**Name:**  
**Date:**  
**Period:**

**Shapes Lab Programming Assessment**  
**20 Points Possible**  
**\_\_\_\_\_ Points Earned**

For this assessment, you will recreate your Shapes House from Lab 1 in two ways using a main method in the Eclipse IDE. There is a small modification to the Shapes House you originally created, you must have a Rect chimney on the house.

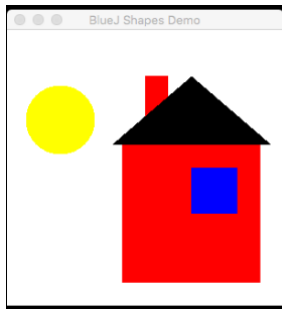
### **HouseRunner1.java (10 points total)**

You will start with 5 default shapes (2 Squares, 1 Circle, 1 Rect, 1 Triangle) as pictured below.



\*\*2 Square objects are on top of each other

Using the slowMove... methods, and other modifiers, your 5 shapes should animate to become your house from Lab 1 with a chimney. Similar to my house shown below.



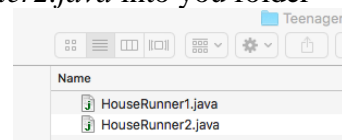
The position and size of the house is unique to you.  
The window MUST be “blue”.  
The sun MUST be “yellow”  
The chimney MUST be “red”  
MUST use slowMove.. move your objects.

### **HouseRunner2.java (6 points total)**

Use the most generic constructors of each object to make your house appear with no animation.

### **Submit your code correctly (4 points total)**

Create a folder with your name. LastnameFirstname  
Copy and Paste *HouseRunner1.java* and *HouseRunner2.java* into you folder



Compress your folder and submit your compressed folder via Google Classroom