Name: _____

# Programming Assignment #1
## Classes and Inheritance

***Remember to follow all programming conventions when creating your code.
Starting code must be downloaded from D2L.***

## GymBot

Extend the RobotSE class to create a Blue coloured GymBot.  GymBots have the following services:

Void move() – this method overrides the RobotSE move method only when the Gymbot is just moving along (ie. Not jumping). Execution of this method causes the GymBot to move one intersection forward and spin (somersault).

void shortJump( ) - The GymBot can "jump" over one intersection. Watch the video for the motion.

void highJump() – The Robot can "jump" over 4  intersections.  To do this, the Robot must get a running start by turning around & moving back 2 intersections, then turning around and running forward two intersections and then jumping up over 4 intersections and end in a somersault (use the GymBot move) . Watch the video for the motion.

## Vault

Create a Vault class that will display an Icon that looks like a checkered flag (similar to the one shown below, close if OK).  The GymBot should not be able to pick it up and should not be able to pass through it.

## JumpingGym (Use Given code, do not modify)

Mr. Couch has created a JumpingGym program that reproduces the motion shown in the video.