Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Bubble Worksheet

1. Draw the translation from the English to the code.

***// Create a circle with the radius and the next color from the Color Wheel***

Circle circle = **new** Circle(radius, ColorWheel.*getNextColor*());

1. Draw the translation from the English to the code.

***// Have SimpleBubble listen for left mouse button clicks in your Program Window***

programWindow.addMouseLeftClickListener(**this**);

1. Do the following for the code below:

|  |  |
| --- | --- |
| **public** **class** SimpleBubble **implements** MouseLeftClickListener  {  **private** ProgramWindow programWindow;  **public** **SimpleBubble**()  {  programWindow = **new** ProgramWindow("Bubbles");  programWindow.addMouseLeftClickListener(**this**);  prepareColorPalette();  }  **private** **void** **prepareColorPalette**()  {  ColorWheel.*addColor*(Colors.Purples.*Purple*);  ColorWheel.*addColor*(Colors.Blues.*AliceBlue*);  }  **public** **void** **onLeftMouseClick**(**int** x, **int** y)  {  createBubble(x, y);  }  **private** **void** **createBubble**(**int** x, **int** y)  {  programWindow.removePaintable();  **int** radius = NumberUtils.*getRandomInt*(10, 50);  Circle circle = **new** Circle(radius, ColorWheel.*getNextColor*());  circle.setCenter(x, y);  circle.addTo(programWindow);  }  **public** **static** **void** **main**(String[] args)  {  **new** SimpleBubble();  }  } | 1. Circle the constructor for SimpleBubble. 2. Is ‘programWindow’ a field or a local variable and why? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   1. Is circle a field or a local variable and why? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2. Which interface does SimpleBubble implement? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3. What method is associated with that interface?  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |