P02 - JUNGLE PARK 1000

This program involves developing a graphical application that simulates the behavior of a set of animals (tigers) in a jungle park. The application named Jungle Park 1000 that allows the user to add up to 8 tigers to the jungle park area and move them arbitrary within the display window using the mouse. No specific action or behavior will be defined for this animal.

The goal of this project is to practice working with predefined objects (for instance Tiger objects), and to develop the basis for an interactive graphical application. The Graphical User Interface (GUI) application will be written using a provided PApplet object and PImage objects defined within the Processing library. This assignment will also work with Callback methods to define how the program responds to mouse-based input.

The sample of output: