

## P5 - JUNGLEPARK 2000

This program practices with defining interfaces, super classes, and subclasses. It will be able to develop a graphical application that extends the PApplet class defined in the processing library. JunglePark 2000 includes different animals, which are Tigers and Deers. The animals within the JunglePark application share common properties and common features. However, they act differently in the park. Each animal has a specific behavior indeed. The program is going to define and implement those similarities and differences, and also add the graphic components to the application, such as buttons.

The goals of this project include:

- Use of inheritance and interfaces to better organize the code in a more clear and concise manner. This program also shows the power of polymorphism.
- Gain experience with reviewing code for clarity and improving the readability of the code in different ways.
- Gain more experience with writing tests to assess the correctness of the program. All developed test methods will be run with graphic mode disabled and would assert the correctness of specific methods in the code.

The sample of output:

