**Objectives:**

* *Learn the concept of interface.*
* *Learn how event listeners work in java*
* *Practice implementing key events and timer events.*

**Provided Classes:**

FroggerComponent extends Jcomponent: this class draws the game scene, and has methods to updated the position of the frog and car, namely, making them move.

Frogger extends Jframe: this class has the implementation of adding event listener to the above component.

FroggerTester: Nothing needed to be done in this driver class.

**Assignments:**

The car is moving from left to right at a certain speed. When it arrives to the right end, it will come out from the left. You can use four arrows on keyboard to control the frog. If the frog successfully jumps across the highway, you win. If the frog crashes the car, you lose.

