

The program I made is based on the shopwindow of the shop “electro BV Breuker” (Breukers Elektrotechniek) located in Haaksbergen. (Veldmaterstraat 75, 7481 AC Haaksbergen)

The elements: television, radio and different kinds of lamps, returned in my animation.



Interaction list:

- The **tv** can be turned on (a creature bouncing of the walls will be shown with a changing background of the screen) by clicking on the black 'on' button (the black 'on' button gets a green color, the red 'off' button gets black). If the television is turned on, the television can be turned off as well, by clicking on the black 'off' button. (the green 'on' button will get black and the black 'off' button will get red)
- The **radio** can play 2 different songs. By clicking on the play button (square with triangle inside), the first song will be played. To stop the song, click on the stop button (square with a black square inside). By clicking the play button again, the second song will play. By clicking on the stop button and the play button (in the this specific order), the first song will sound again, and so on.
- The **lights** on the top of the screen together with the lamp located on the television can be turned on and off with the **light switch** on the left side of the screen. By clicking the left red ellipse, the lights will turn on and a green ellipse on the right side will be displayed (the red ellipse will disappear). By clicking on the green ellipse on the right side, the lights will turn off and the red button will pop up (the green button disappears).
- All the lights in the program can go into **disco mode**, if the lights are tuned on (by clicking on the red ellipse on the right side of the light switch) and the radio is playing a song (start playing a song by clicking on the play button) at the same time. The lights (and its beams), then will get random colors.

List of methods and classes:

Class TelevisionScreenOn: <u>method display:</u> displays the creature on the tv and the changing background, when the television is turned on. <u>method move:</u> it updates the variables of the x and y position of the creature so that it moves if the television is turned on.	Class LightSwitch: <u>method display:</u> displays the light switch. (also updates the colors for disco mode) <u>method update:</u> the xMouse and yMouse variables are updated when the mouse is clicked, so that the light switch can be turned on or off.
Class LampOnTv: <u>method display:</u> displays the lamp located on the television.	Class LightBulb: <u>method display:</u> displays a lightbulb with wire.
Class Radio: <u>method display:</u> displays the radio. <u>method updateAudio:</u> the xMouse and yMouse variables are updated when the mouse is clicked, so that a song can be played or stopped when clicked on the specific buttons.	Class television: <u>method display:</u> displays the television. <u>method update:</u> the xMouse and yMouse variables are updated when the mouse is clicked, so that the tv turns on or off when clicked on the specific buttons.

