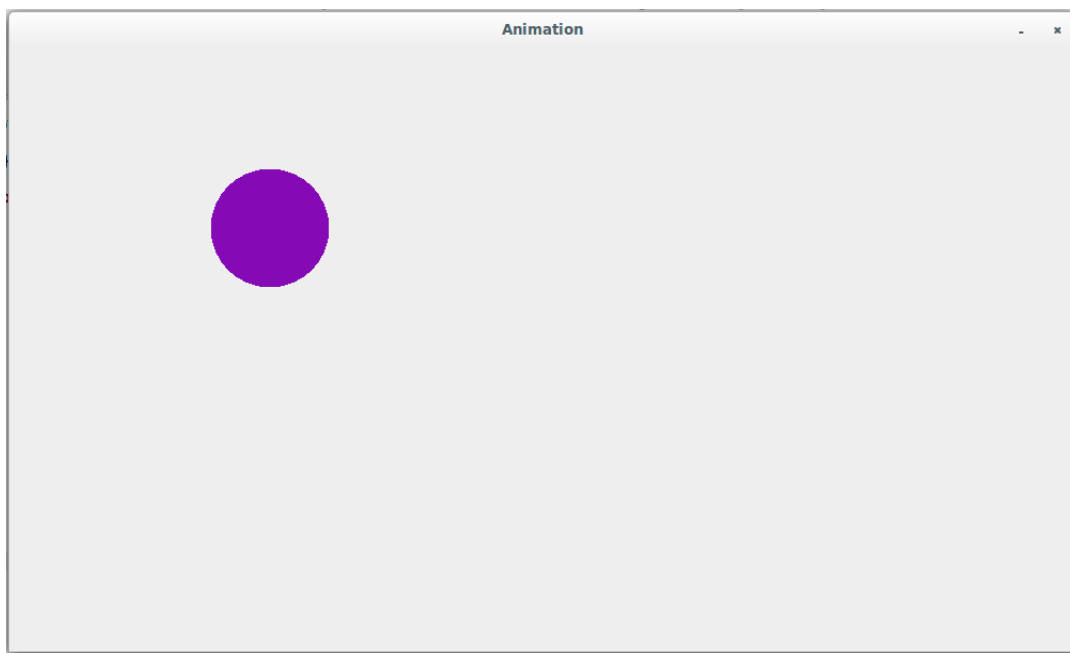


CMPE 261 - Large Scale Programming

Worksheet(Week-05B)

Part I

In this part you are asked implement a class that displays a colored circle on the screen as below. Move this circle with random pixels between 5 and 10 when fol-

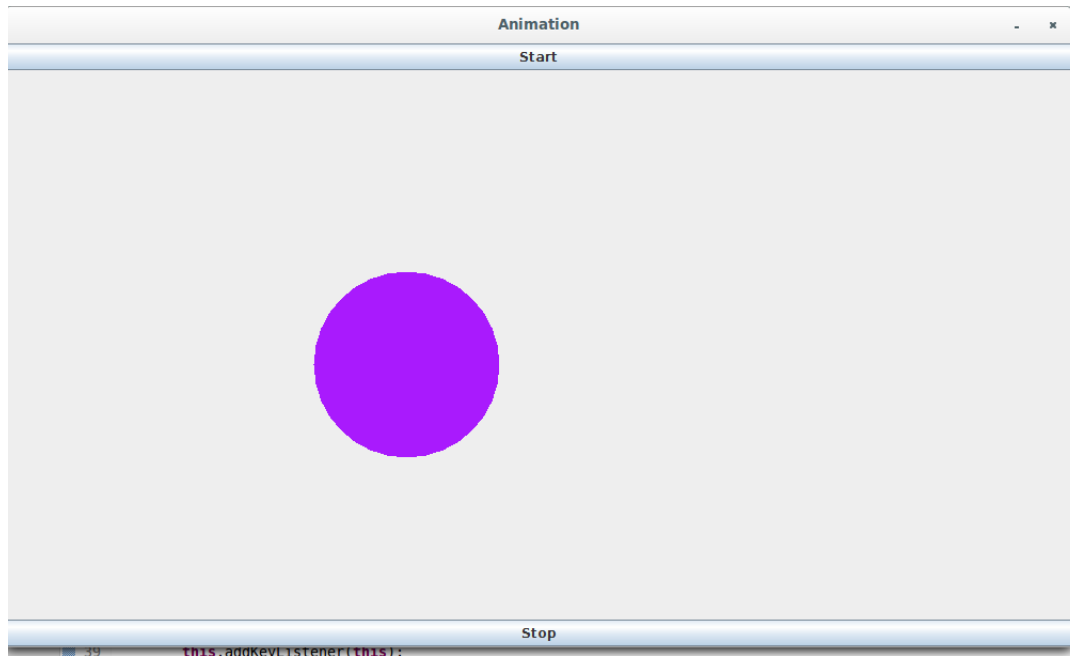


lowing keys are typed...

- if the “Right arrow” key is typed, the circle moves to ”right“
- if the “Left arrow” key is typed, the circle moves to ”left“
- if the “U” key is typed, the circle moves to ”upper“
- if the “B” key is typed, the circle moves to ”down“
- if the “S” key is typed, the circle’s size is getting larger.
- if the “T” key is typed, the circle size is getting smaller.
- if the ”ESC“ key is type, the program is terminated.

Part II

In this part you are asked modify the Part I that has the GUI as below.



With clicking the the “Start” button, the circle moves with randoms pixels to different edges of the frame. When ever it arrives o corner (left, right,up or down), move back to opposite directions.

The animation must be stopped with the ”stop” button.