COMP201- Object Oriented Programming

Fall 2016

HOMEWORK6

In this homework, you are asked to write an application, which shows a ball moving in a window. The ball starts at a location you prefer in the frame in **black** color. It starts moving towards northeast with 45 degree. Every time the ball hits to one wall, it should change its direction (obviously) and its **color**. The new color of the ball is assigned randomly by the application. The program also presents how many times the ball hit a wall.

**Class Diagram:**

You can design your own class diagram. It is highly recommended you to have a look at the class diagrams of the Tetris homework (HW4) and the moving lines task presented in the lecture.

**Program Output:**

Here is an example output of the application at a time during the execution. You can also see the executable jar file of the example in pingpong.jar. You are not limited with the given example. Feel free to use your imagination.

