

Alperen Ozkaya

Student ID: 041901003

Date: 07.12.2020

Assignment 5 Report – Drops

COMP110 Object-oriented Programming

Algorithm Explanation

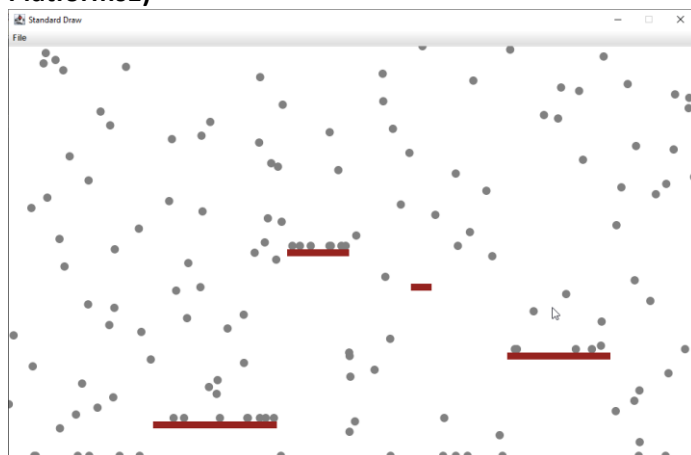
This program was created to animate dropping balls using the “Ball” and “Platform” classes.

By using ball object, ball with different x-axis values are created from the top of the canvas. These balls were set to drop with constant speed until they hit a platform or ground. A method “draw” has been created in the ball object that uses the position of the ball to draw. And a displacement method “move” was created that modifies the position of the ball.

In the platform class, a basic drawing method “draw” which draws filled rectangles was created. A method(touches) that checks if the ball is touching the platform is also included in platform class. This method with Ball object parameter checks the platforms one by one whether the balls touch the platforms or not. Platforms’ information is retrieved using the method “readPlatforms”

Program Outputs

Platforms1)



Platforms2)

