



Slot11 – Lab 05

Objectives

1

- Project.

2

- Team

3

- Evaluation.

Projects

- Graphic
- Animation
- Information Management

Team

- Each member code at least one class

- (2) Abstract class -> extends, Abstract method
- (1) Interface -> implements
- (2) Accessibility (private, protected, default, public)
- (1) Class -> extends
- (1) Final (variable, method)
- (1) Static (variable, method)
- (2) Overall nest class

Presentation Content

- Source code: demo
- Slide:
 - Purpose
 - Class diagram
 - Explain method

Student Activity



LMS-Submit

- Create project <MemberCode>_<class>_PRO_Lab05
- Graphic -> animation ([Code: Graphic.zip](#))

Sun	Car
Flower	Grass
Tree	House
Snow	Rain
Stone	Bird

- takes advantage of **existing code** to manually create a **new class** that draws an object and is moved
- Demo: **draw one instance object (3)** or many **(+2)** moving **(5)** in the window