Computer Science III Honors
Thread Lab C

Create an animated scene using Threads. The idea is to have multiple objects of the same class (that represent graphically drawn images) moving independently/randomly using threads. This could be a race, or any other type of scene that depicts randomly moving objects.

Must include:

- At least 4 threads
- At least 2 different classes for "pictures" (not including Car or MovingCar) that draw with Java drawing methods. You may use images beyond these two classes.
- At least 1 non-moving "picture". Can be drawn with Java or an image.
- Color in your Java drawings.
- Some form of randomness in the <u>movement</u>, not just "something random".
- Must be a representation of an actual "scene"
- Javadocs are important since these are classes I am unfamiliar with. Javadocs and headings are 20 points!