Name: _____

Second Programming Assessment
CMP 230: Programming Methods I
Lehman College– CUNY
3 November 2009

Directions:
• **Include your name (as a comment) in your**
solution to each problem.
• **Submit each solution on Blackboard, under**
"Programming Assessment 2" in Assignments.

Problem 1a	7	
Problem 1b	8	
Problem 2a	5	
Problem 2b	10	
Problem 3a	10	
Problem 3b	10	
Total	50	

1. (a) Create a new Alice world with a `Snowman` colored red.

   (b) When the user clicks on the snowman, it should change colors. If it is red, it should turn blue. If it is blue, it should turn red.

2. (a) Create an Alice world with 10 penguins, standing in a line next to the water.

   (b) Have the penguins, one by one, walk into the water, dive in, and disappear under the water.

3. (a) Create a Java program that shows a single circle on the screen.

   (b) Add radio buttons, labelled `Red`, `Green`, and `Blue`. When a button is clicked, the circle should change to that color.