CET - 350 Technical Computing using Java
Group Program #5   Points _____   Score _____
Group _____   Name _____
Name _____   Name _____

The Bouncing ball Application Program
                    Label and program header contains:
1   _____   group members names
1   _____   group number
1   _____   course number
1   _____   e-mail addresses
1   _____   Program is named BouncingBall.java
5   _____   The program is commented.
5   _____   Completed task sheet is included.
5   _____   The program has the two specified correctly working scrollbars with labels and the three
                     specified correctly working buttons with updating labels.
5   _____   The program has a control area panel for the scrollbars, buttons, and labels.
5   _____   The program uses the specified Panels and Frames correctly.
5   _____   The program uses the specified layout managers correctly.
5   _____   The program uses a Vector to store Rectangles correctly.
5   _____   The program uses a canvas object applied to a panel.
5   _____   The program uses the double buffered painting method.
5   _____   The program terminates correctly.
5   _____   Timer thread for the time delay works correctly.
5   _____   The program moves the ball correctly.
5   _____   The mouse drags rectangles correctly.
5   _____   The rectangles are added correctly.
5   _____   The rectangles are removed correctly.
5   _____   Rectangles and ball interact correctly.
5   _____   The ball is resized correctly.
5   _____   The program resizes correctly.
5   _____   Points and Rectangles are used to store the related data.