Donald Trowbridge

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CIS263AA

Mr. McMichael

**Final Project Documentation**

The project I created was supposed to recreate the inner solar system using concurrency to make the planets orbit the sun and the planets satellites to orbit their planets. There is no user interaction, just start the program and watch them move across the screen. I used a linked list for hold the objects. I was going to use an ArrayList but wasn’t sure if that was allowed for this project, so I used a LinkedList as I know they are very similar but I don’t really know the difference =(. I have set up all object classes to inherit from an abstract class CelestialObject. The CelestialObject class defines the absolute shared basic features of all celestial objects: Coordinates, object radius, and color. The Star class doesn’t add any methods or attributes but the entire definition is just an instantiable CelestialObject. Though stars do have orbits it was not appropriate for the scale of the project. The Planet class inherits from CelestialObject implementing Runnable to update x and y coordinates creating an orbit around the star object passed into the class. The Satellite object is pretty much the same as the planet object but orbits a planet.

Thank you for yet another fun semester and the help and assistance you have provided me. I hope to be a student in another one of your classes in future semesters.