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I am choosing the animated ball program

 List any assumptions you will be making

* User enters integer values when asked for input

 List all the methods you will create, including the parameters and return values for those methods.

animateBall

* Parameters
  + DrawingPanel panel Object
  + Initial x position
  + Initial y position
  + X velocity
  + Y velocity
  + Width of panel
  + Height of panel
* Return
  + No return values

drawBall

* Parameters
  + DrawingPanel Object
  + X coordinate of circle to be erased
  + Y coordinate of circle to be erased
  + X coordinate of new circle to be draw
  + Y coordinate of new circle to be draw
* Return
  + No return values

Prompt

* Parameters
  + Question used to prompt
  + Scanner Object
* Return
  + The integer the user inputted in response to the prompt question

 Write pseudocode for the method that will contain the loop that performs your main ball animation.

Output: animation of ball in a window

Input: initial position of ball, ball velocity, width and height of window

Algorithm:

1. Enter the required input data
2. Draw a circle at the initial position coordinates
3. Calculate coordinates of the last circle draw so it can be erased
4. Calculate coordinates of position where new circle is to be draw (based of velocity of ball)
5. Erase last circle
6. Draw new circle
7. Repeat steps (3-6) a bunch
8. If at any point the ball hits either side of the window negate the x velocity of the ball
9. If at any point the ball hits the bottom or top of the window negate the y velocity of the ball

 List the order in which your methods will be called from the main method

1. prompt-will be called 6 times
2. animateBall