

Group Leader
Steps to Completing the Car Class for Buffet Frogger

Please follow the instructions closely. You are helping buffet students so they can EASILY complete the Frogger game. Check out the laboutput for lab 67 to see an example completed frogger game.

Make/Adapt custom Car classes for Frogger

- a) If the student wants to make their own car, then you are starting from scratch making a class out of their car creation. Make a constructor with at least two parameters (***new** neatoCar(x,y)*).
- b) Make a bounding box around car and add a get bounding box method to the Car class:

public Rectangle getBoundingBox()

Note: don't draw() the bounding box, it is just there for collisions, also, add bounding box to the translate method.

- c) Add getX(), getY(), getWidth(), getHeight() methods to car class
- d) add translate(x,y) to car class
- e) Add an abstract class **Car** to the pkg folder (copy mine below)

```
package pkg;
public abstract class Car
{
    public abstract void fill();
    public abstract void draw();
    public abstract void translate(double x, double y);
    public abstract Rectangle getBoundingBox();
    public abstract double getX();
    public abstract double getY();
    public abstract double getHeight();
    public abstract double getWidth();
}
```

- f) Extend your specific car class:

For example:

```
public class JacobCarP1 extends Car
{
    Blah, blah, blah...
```

- g) Make one global variable of your car in starter.java and construct it so the student knows how to deal with the abstract class. Example:

```
private static Car fred; // global variable

fred = new JacobCarP1(20,30); // in psvm
fred.fill();
```

- h) For examples of a complete Car classes look in:

\T21\Frogger\Final Cars ready for Frogger

- i) Make sure you test all methods you write.
- j) Make sure student's pkg folder has Emoji.java in it
- k) Give updated folder (this is their basecode) to the student and me
- l) THANKS!