

Lesson 12 Assignment

Here are a couple of assignment ideas for this lesson. You can do one or both of these.

For the first one, try adding another animated bouncing shape to the bouncing balls in this lesson. It could be a square, an oval, or some other shape that you create and animate.

You can start by copying the Ball class and naming it for the shape you want to animate, and then have it draw that shape into the window. After that you'll need to change the BouncingBall class, the BouncingBalls class, or both to use the new shape.

My complete BlueJ project is in a Zip file that you can download using this link. Then you can expand and examine it in BlueJ.

[Download Part 1 Solution](#)

The second idea is a little more complex. Take the simple art project from Lesson 11 that drew a house and sun, and animate the sun to set behind the lawn in the picture.

Again, my complete BlueJ project is in a Zip file that you can download using this link. Once you've downloaded it, you can expand it and look at my project in BlueJ.

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