

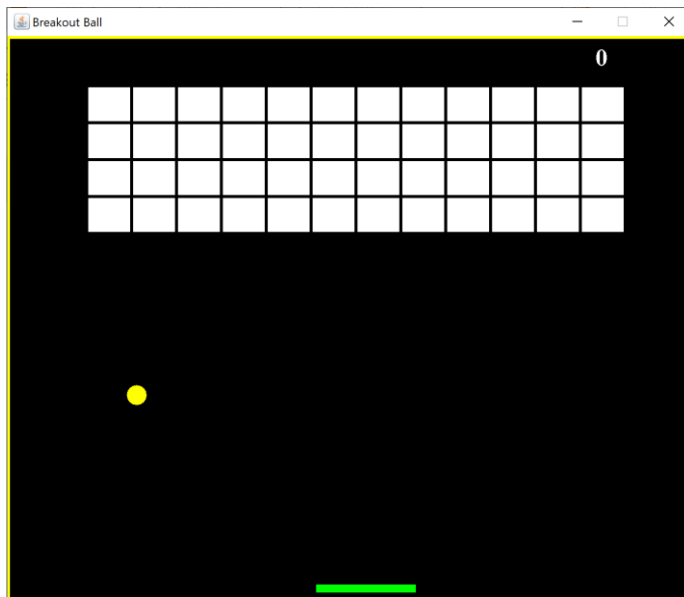
## Object-oriented Programming Language (Java)

### HOMEWORK #6 ☺

This homework is Due in two weeks

1. Goal: Students will be needed to

- Learn Object-Oriented Analysis and Design.
- Learn how to add and use existing classes in an existing project.
- Learn how to use Java inheritance with abstract classes.
- Learn how to write a GUI game in Java: BrickGame



2. BrickGame: A brick game has an ArrayList of Brick, a paddle and a ball and the classes used in the game are as follows:

- GameObject from TankWar is an abstract class.
- MoveableObject from TankWar is an abstract class.
- Brick extends from GameObject. A brick game has an array of Brick objects.
- Paddle extend MoveableObject. A brick game has one paddle that can move left or right.
- Ball extends MoveableObject. A brick game has one ball (or many balls) that bounces

3. Upload and Hand in your homework assignment

- **Write a MS word report containing 1. Design description 2. Lessons learned and conclusion.**
- **Zip your code and report to a zip file (i.e. I2A01.zip)**
- **Upload the zip file to elearn web.**

**Do your assignment as soon as possible. Don't wait till the last minute.**