Java Applet Assignments

#	Assignment Description
1	Modify HelloWorldApplet so that the rectangle moves around the window in a clockwise fashion. It should start in the bottom-left corner, move to the top-left corner, then the top-right corner, then the bottom-right corner, and back to the bottom-left corner.
2	Make an applet whose background color is constantly fading to another color.
3	Modify the Stealth project to move using the arrow keys instead of the mouse. (Hint: You want to use a KeyListener instead of a MouseMotionListener. Check the JavaDocs for more information.)
4	Write an applet that asks the user to click on the applet 5 times. After the 5 clicks, draw a shape from those 5 points (Hint: Look at the drawPolygon method in the Graphics class).
5	Add an object to the Tanx project called SlowDown. When a tank or projectile passes through it, the tank or projectile should move half as fast.