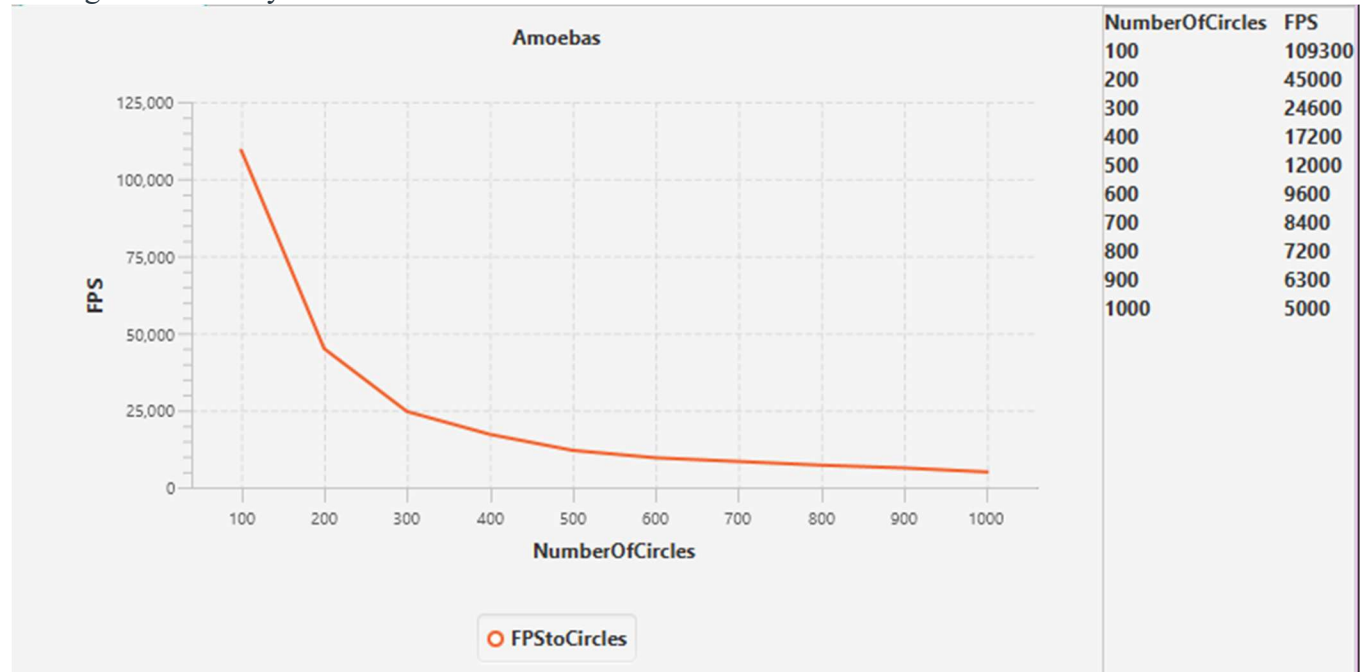


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CS-2420
Assingment01 Analysis



For my juggler, I wrote a method called `checkOverlapping()`. Then in the `juggler.run()` method I looped through every component in the panel that was added using the jugglers `create circles` method. However, I think that there must be a better way to determine if two objects are colliding than looping through all of them. The graph above shows that the FPS that I get decreased as more and more circles were added to the frame. For my test I simply had the runner create a new Frame and panel each time, running the juggler to create the circles on the panel, then ending it after one second. It then grabs the number of circles and the number of frames and adds them into a hashmap that I then convert into `xyData` that I put into a graph. I think that there must be a better way of doing this