Lab 11

Task 1

int x = 100;

int y = 100;

Image cat = new ImageIcon("cat.gif").getImage();

public void paintFrame(Graphics g) {

g.drawImage(cat, x, y, this);

if (isLeftArrowPressed() == true) {x -= 10;}

if (isRightArrowPressed() == true) {x += 10;}

if (isUpArrowPressed() == true) {y -= 10;}

if (isDownArrowPressed() == true) {y += 10;}

}

Lab 11:

Task 1 Test Plan:

one cat is displayed on the screen \_\_\_\_\_

the cat is not moving \_\_\_\_\_

whenever the up arrow key is pressed,

the cat moves up \_\_\_\_\_

whenever the up arrow key is released,

the cat stops moving up \_\_\_\_\_

whenever the down arrow key is pressed,

the cat moves down \_\_\_\_\_

whenever the down arrow key is released,

the cat stops moving down \_\_\_\_\_

whenever the left arrow key is pressed,

the cat moves to the left \_\_\_\_\_

whenever the left arrow key is released,

the cat stops moving to the left \_\_\_\_\_

whenever the right arrow key is pressed,

the cat moves to the right \_\_\_\_\_

whenever the right arrow key is released,

the cat stops moving to the right \_\_\_\_\_

