Lab 11

Task 3

int x = 100;

int y = 100;

int bananax[] = {50, 300, 210, 390, 90, 520};

int bananay[] = {100, 150, 200, 250, 300, 350};

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

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

public void paintFrame(Graphics g) {

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

for(int i = 0; i < 6;) {

g.drawImage(bananas, bananax[i], bananay[i], this);

i += 1;

}

if (isLeftArrowPressed() == true) {

if (x > 0) {

x -= 10;

}

}

if (isRightArrowPressed() == true) {

if (x < gameboard.getWidth() - cat.getWidth(this)-5) {

x += 10;

}

}

if (isUpArrowPressed() == true) {

if (y > 0) {

y -= 10;

}

}

if (isDownArrowPressed() == true) {

if (y < gameboard.getHeight() - cat.getHeight(this)) {

y += 10;

}

}

}

Lab 11:

Task 3 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 \_\_\_\_\_

display 6 groups of bananas \_\_\_\_\_

bananas do not move \_\_\_\_\_

cat cannot move move past the edges of the gameboard \_\_\_\_\_

