Introduction Document for Week7 Hand-In Assignment

This project contains 2 public classes:

1. BlueBallPanel
   1. This class is the application class for the project.
   2. Extends JPanel class.
   3. Contains instance variables for:
      1. x, y, which are of type int and give the coordinates of the ball within the JPanel.
      2. changeInX, changeInY, which are of type int, and give the change in the x and y coordinates for every 10 milliseconds.
      3. randomInt, which is used to generate random integers for changeInX and changeInY, only if it changes direction.
   4. Contains constants:
      1. DIAMETER, which is the diameter of the ball.
      2. X\_MAX and Y\_MAX, which is used to compare the ball’s x and y positions to. If x or y exceed these constants, or fall below the minimum of 5, then the ball will change directions.
   5. Contains public methods:
      1. paintComponent()
         1. Sets the color of the ball to blue.
         2. Fills the ball with the set color
      2. run()
         1. Contains the logic of drawing the ball, making it appear to move.
   6. Contains private method:
      1. moveBall()
         1. Creates an instance of blueBallThread
         2. Starts the thread.
   7. Contains private inner class:
      1. MouseHandler
         1. Implements MouseListener.
         2. If the mouse is clicked, then it executes the moveBall() method.
2. Assignment7Driver
   1. This class is used to create an instance of the BlueBallPanel class.
   2. Places the BlueBallPanel in a JFrame.
      1. The size of the JFrame is specified.
      2. When the JFrame is closed, the program exits.