

We will need images to animate in order for the code to work. Look for hi-quality images with transparent backgrounds for best quality.

Three options...

1. Download images as separate files from the internet.
2. Google Sprite Sheets for an image you want to animate and download a sprite sheet. Then code or download and modify a sprite retrieval class and add it to your program.

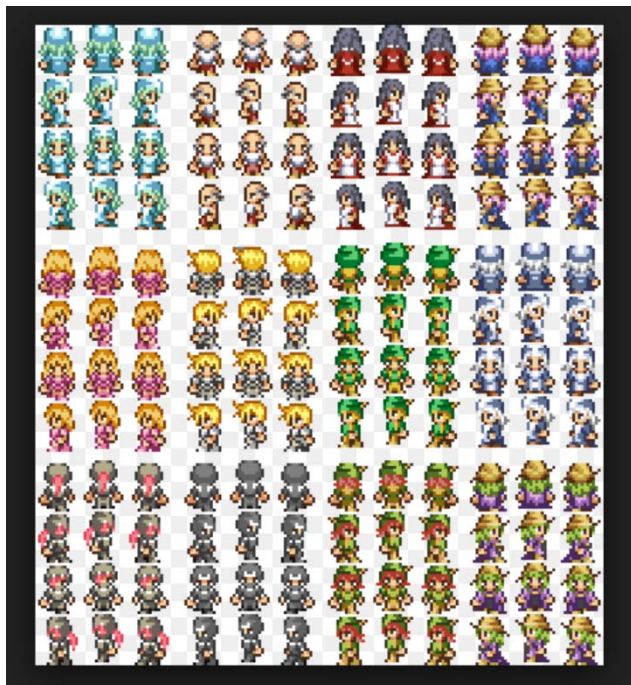


Figure 1 Sprite Sheet

3. Google Sprite Sheets for an image you want to animate and download a sprite sheet. Open the sprite sheet, zoom in and use the Window's Snipping Tool to cut out and save individual images from the sprite sheet according to the naming convention... e1.jpg e2.jpg e3.jpg or .png as is the default with the snipping tool:

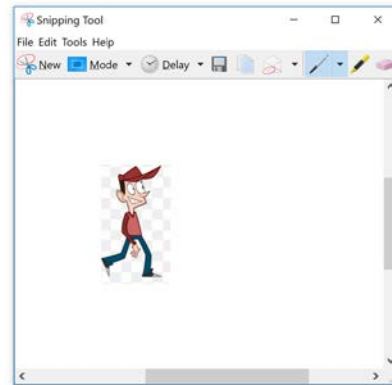


Figure 2 Snipping Tool

The saved images should be loaded in the **bin** folder for this project.

Assignment

Once the animation is working, please redo the animation method so that it uses an **array of images** and a **for loop** for better efficiency.

In order to submit the assignment, please try and **push** your updated code back to the original **master repository** in Github.