Bryan Moore

CPSC 240

Lab 11

Writing this code with this interface allows any number of shapes to be drawn and animated. The shapes are made in the CarShape class. The distance the shape moves is also in the CarShape class. Nothing in the other classes would need to be changed for the shape made by some other class to be animated. Any class can implement MoveableShape class and can have a shape its shape animated with the help of the interface.