Computer Science III Honors
Thread Lab C

Create an animated scene using Threads. The idea is to have multiple objects of the same class (that represent graphically drawn images) moving independently/randomly using threads. This could be a race, or any other type of scene that depicts randomly moving objects.

Must include:

- At least 4 threads that are responsible for moving animated things
- At least 2 different classes for "pictures" (not including Car or MovingCar) that draw with Java drawing methods. You may use images beyond these two classes. Your drawing classes need to be significantly different from each other, and must draw more than one "shape" (not just one rectangle or oval). At least one of these shapes needs to move.
- At least 1 non-moving "picture". Can be drawn with Java or an image.
- Color in your Java drawings.
- Some form of randomness in the <u>movement</u> (direction or speed), not just "something random". So each thread should move differently from the others and differently each time it is run.
- Must be a representation of an actual "scene".
- Javadocs are important since these are classes I am unfamiliar with. Javadocs and headings are 20 points!