

```
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```

```
/* Code for COMP102 - 2024T3, Assignment 2  
 * Name:  
 * Username:  
 * ID:  
 */
```

```
import ecs100.*;
```

```
/**  
 * Program to create simple animated animal character using the  
 * Animal class.  
 */
```

```
public class PetShow{
```

```
    /** CORE  
     * animate creates two or several animals on the window.  
     * Then animates them according to a fixed script by calling a series  
     * of methods on the animals.  
     */
```

```
    public void animate(){  
        int x = 100;  
        int y = 100;  
  
        Animal hopper = new Animal("grasshopper","a1",400,100);  
        Animal turtle = new Animal("turtle","a2",x,y);  
  
        turtle.goRight(1);  
        hopper.speak("Yoo!!! Big turtle . ");  
        turtle.speak("????");  
        hopper.jump(5);  
        turtle.speak("Check this out");  
        turtle.jump(100);  
        hopper.speak("What!!!!");  
  
    }
```

```
    /**  
     * threeAnimalsRoutine creates three animals on the window.  
     * Then makes each animal do the same routine in turn.  
     * You should define a routine method, and threeAnimalsRoutine  
     * should call the routine method three times, to make  
     * each of the three animals perform the routine in turn.  
     */
```

```
    public void threeAnimalsRoutine(){  
        /*# YOUR CODE HERE */  
        Animal dino = new Animal("dinosaur","d",300,100);  
        Animal snake = new Animal("snake","s",550,100);  
        Animal bird = new Animal("bird","b",750,100);  
  
        this.routine(dino,snake,bird);  
  
    }
```

```
    public void routine(Animal d,Animal s,Animal b){
```

```
d.goLeft(3);
d.speak("Call me dianosaur");
d.speak("Brain size of walnut");
d.goLeft(1000);

s.goLeft(3);
s.speak("Hi am SSSSSS");
s.speak("No, snakes don't cry");
s.goLeft(500);

b.goLeft(3);
b.speak("boink !!");
b.speak("Birds do not release urine");
b.goLeft(1000);

}

// uncomment this for the completion.
// public void routine(... ){
/*# YOUR CODE HERE */

// }

/**
 * Make buttons to let the user run the methods
 */
public void setupGUI(){
    UI.initialise();
    UI.addButton("Clear", UI::clearGraphics );
    UI.addButton("Animate", this::animate );
    UI.addButton("Three", this::threeAnimalsRoutine );
    UI.addButton("Quit", UI::quit );
    UI.setDivider(0);      // Expand the graphics area
}

/**
 * Create object and call setupGUI on it
 */
public static void main(String[] args){
    PetShow ps = new PetShow();
    ps.setupGUI();
}
}
```