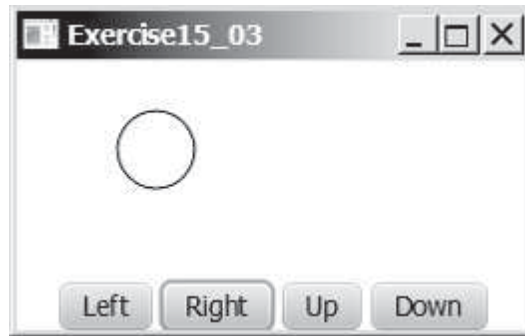


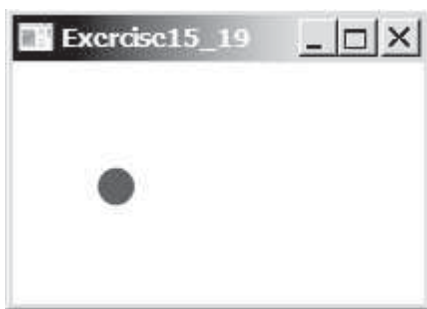
## Event Driven Programming

**\*15.3** (*Move the ball*) Write a program that moves the ball in a pane. You should define a pane class for displaying the ball and provide the methods for moving the ball left, right, up, and down, as shown in Figure 15.24c. Check the boundary to prevent the ball from moving out of sight completely.

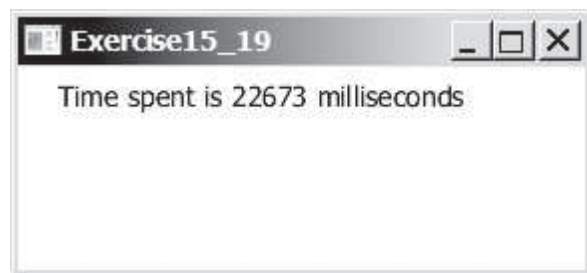


(c)

**\*\*15.19** (*Game: eye-hand coordination*) Write a program that displays a circle of radius **10** pixels filled with a random color at a random location on a pane, as shown in Figure 15.29b. When you click the circle, it disappears and a new random color circle is displayed at another random location. After twenty circles are clicked, display the time spent in the pane, as shown in Figure 15.29c.



(b)



(c)