Java Fundamentals
# 3-5: Randomization and Constructors
Project

Objective – Automatic creation of actors

- Add code to place a Robot instance

- Add code to place multiple Wall instances

- Add code to place a Block instance

- Add code to place a Home instance

- Add code to place a Scorepanel instance

Open your project from lesson 3 (JF_V02_S03_L03PrjStudent)

Complete the following tasks:

1. Save your scenario as JF_V02_S03_L05PrjStudent

2. Use addObject in the constructor of RobotWorld class to add a robot at the top left of the world (X:48,Y: 50).

3. Use addObject in the constructor of RobotWorld class to create a row of Bricks leaving a gap about the width of the block (X, Y): (48, 50), (52, 147), (159, 147), (266, 147), (587, 147), (692, 147), (791, 147).
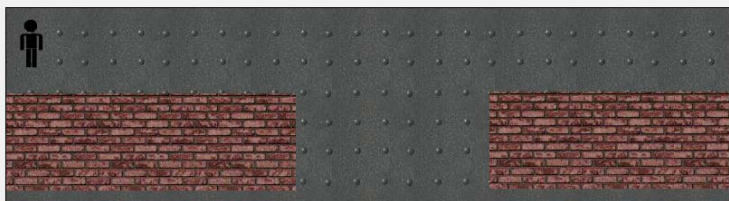
4. Use addObject in the constructor of RobotWorld class to add a green Block between the gap (X, Y): (427, 145).

5. Use addObject in the constructor of RobotWorld to add a home instance at the bottom right (X, Y): (751, 552).

6. Use addObject in the constructor of RobotWorld to add a Scorepanel instance at the bottom left (X, Y): (71, 554).

7. Use addObject in the constructor of RobotWorld to add 5 Pizza instances (X, Y): (720, 46), (433, 38), (183, 302), (682, 312), (417, 537).

8. Create a prepare method under the constructor and transfer all of the addObject statements into the prepare method. Add a method call to the prepare method in the constructor.

9. Compile your scenario.

10. Save your scenario as JF_V02_S03_L05PrjStudent.