Lab 6

1. SampleController
   a. Variables are Head, Body1, HeadColor, Body1Color, Draggable_head
   b. Head and Body1 are instance variables; HeadColor and Body1Color are local
   c. The functions are mousePressed and mouseDragged
   d. The parameter for mousePressed and mouseDragged is e and the data type for both is void
2. RandomColor
   a. Variables are rand, red, green and blue
   b. rand, red, green and blue are local variables
   c. The function is SetColor
   d. The parameters for SetColor are r, g and b
3. Draggable
   a. Variables are mouseAnchorX, mouseAnchorY
   b. MouseAnchorX and mouseAnchorY are static instance variables
   c. The function is Make_Draggable
   d. There aren't any parameters for Make_Draggable

6. Void means that function doesn't return a value

7. The constructors include public RandomColor(Circle node), public Draggable(Node node),

8. The class RandomColor is being called on and an instance of RandomColor used on the variable Head is being created and assigned to the variable HeadColor

9. The color will be orange

10. A random integer between 0 and 254 will be generated and assigned to the variable named red

11. The program will be able to run on older versions of the system

12. It has different constructors that accept different data types as input. With these other data types, the code can run on Java versions that don't support some of the data types.