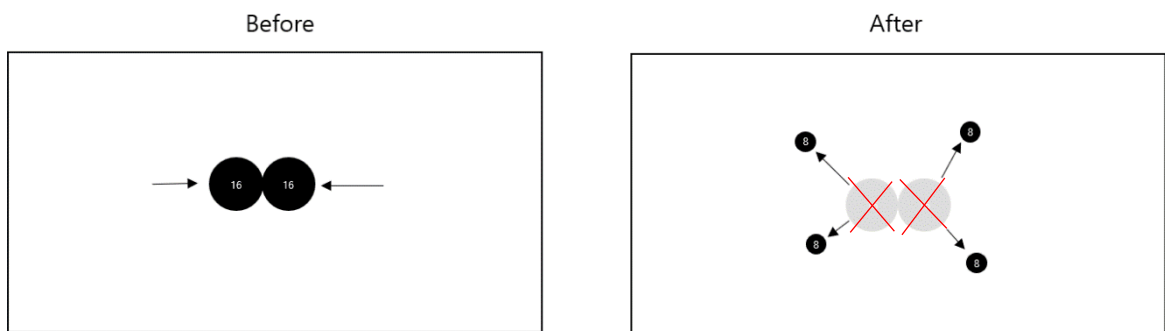


Assig 3

Write a program to modify ball thread code.

1. The 5 balls start from the center of the window and move away each other
(The initial ball size: 16 pixel)
2. 5 balls will bounce off 4 boundaries
3. When balls collide the size get half and breaks into two



4. The ball size gets 1 pixel, then disappear from the window

Scoring standard(채점할 요소들)

- 공이 벽에 튕기는지(Whether the ball bounces on the wall)
- 공이 서로 부딪히는지(Whether the ball collide each other)
- 공이 서로 부딪힌 후 절반 크기의 공 2개로 분리되는지(Whether the ball split into two half size after collide each other)
- 공이 1px되면 사라지는지(Whether the ball disappears when it size reach 1px)

Submission form

BallThreadAssig_StudentID.java