

## **Assignment 8: Final project**

**Course: CS 501: Introduction to java programming**

**Title: Animation of a racing Car**

(Chosen from given project suggestion: final project type IV)

### **Project members:**

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### **Description:**

This program simulates car racing. The car moves from left to right. When it hits the right, it restarts from the left and continues the same process. The user can pause or resume the animation with the respective pause and resume buttons. The user can increase or decrease the speed of the car using the increase and decrease buttons respectively. Referred from question exercise 15.29.

### **Code completed:**

We have done the project using graphical user interface (GUI) classes, assembled into JavaFX. The project displays the animation of a racing car. We have completed the below steps.

1. First, we have created the stage.
2. We created the following buttons – pause, resume, increase and decrease (which controls the motion of the car)
3. We have created the car providing the dimensions of the tires and the size.

### **To execute the program:**

Once the program is run, it will show the animation of the car and the motion of the car can be controlled using the following buttons – pause/ resume (for stop and movement) and increase/decrease (to control the speed).

## Output of the program:

