SIT771 Object Oriented Development

Credit Task 1.4: Make a Scene!

Overview

Now that you have grasped some of the key programming ideas related to objects, classes, methods, and sequence, you can start to use these to build more interesting programs. In this task you will create a simple animation by creating a script that uses Window, Bitmap, and SoundEffect objects.

> **Note:**
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> Remember that this is a Credit Tasks. Please make sure that you are up to date with the Pass Tasks before attempting this task.

Submission Details

For this task you need to create a small animation program: something like showing a basic comic with the comics cells with some associated sound effects.

Submit the following files to OnTrack.

- Your program code
- A screen shot of your program running

The focus of this task is to give you a chance to be creative, while also practicing your programming skills.

Instructions

You should be able to create a simple animation by using Window, Bitmap, and SoundEffect objects. You can make a simple animation by crafting the sequence of actions the program performs. For example:

1. Create the objects you need
2. Clear the window, and get it to draw a Bitmap
3. Refresh the window
4. Play a sound effects
5. Delay for a period of time
6. Clear and draw a different Bitmap
7. Refresh the window
8. Delay again

Feel free to download and use images and sound effects you can get from the Internet. It is probably

best to work with **png** files for images, and **ogg** or **wav** files for sound effects. You could find an interesting [xkcd](#) and break it up into its cells, draw them one at a time with some associated sound effects.

What you show is up to you, but please avoid anything that may be offensive to others in any way.

> **Note:**
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> Remember to create this as a new program. Once you have it setup in the terminal you can use `skm resources` to create the resource folders where you need to add the images and sound effects you want to use.

It would be great if you could share what you come up with to the discussion board. If you are game, capture a screencast of your program running and post it up to [YouTube](#) or other video sharing service.

- Linux: There are a number of options for [screencasts](#) in Ubuntu and other distros.
- macOS: Use **QuickTime Player** to record screencasts. From the File menu choose *New Screen Recording*.
- Windows: Use the [Game bar](#) in Windows 10.

We look forward to seeing what you have created!