

CMPE 261: Large Scale Programming

Worksheet 3A

Istanbul Bilgi University

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Task

You are expected to create an animation where a shape moves with given speed components by following the details below, you can take the example shown in lab as a starting point for your program.

- Get an input from user by using GUI for determining the color, initial x-axis speed, and initial y-axis speed of the object.
- Animate the object. Meaning that the location of the object will be updated according to its speed in each tick of the `Timer`.
- Make sure that if the shape hits the edge of the animation frame, it bounces back. You can accomplish this by,
 - Detecting if a hit has occurred. You need to use size of the frame and size of the shape in order to do this.
 - If there is a hit, then multiply corresponding axis speed with -1.
 - If there are no hits, continue updating the location as it was done before.

Note: Do not compress your files, submit only java files.

Note: Do not forget to justify your answers with comments.