SI@UCF Mobile Development
Homework Assignment: *Moving Box – Event Driven Programming*

movingbox.java
This application is an Event-Based GUI written in Java. It allows the user to press the arrow keys to control the movement of a box that starts in the upper right-hand corner of the screen. In this version of the assignment, the box just moves 1 pixel in the direction you press the arrow key and no acceleration is maintained. First, compile and run this program a few times to get a feel for it.

Task #1: Moving faster
Edit the code so that the box moves faster than the original.

Task #2: Wrap around
Edit the code so that the box wraps around from the right side to the left, left side to the right, top to the bottom and bottom to the top instead of completely "falling" out of the picture.

Task #3: Acceleration
Include non-zero acceleration in your model. Try to do so in a way that would be reasonably intuitive for users.

Task #4 Jumping
Change the movements so that some of them represent "jumps" like a knight in chess. Be creative!

Task #5 Randomness
Introduce an element of randomness to the movement of the box. Play around with different ideas.

Task #6 Other Edits
Edit this code in any other way you can imagine and see what happens!!!